Connectors and APIs
Abstract

This manual describes the Connectors and APIs that can be used with MySQL.

For legal information, see the Legal Notices.

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

Document generated on: 2021-03-11 (revision: 68900)
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Preface and Legal Notices

This manual describes the Connectors and APIs that can be used with MySQL.

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Chapter 1 Introduction

MySQL Connectors provide connectivity to the MySQL server for client programs. APIs provide low-level access to MySQL resources using either the classic MySQL protocol or X Protocol. Both Connectors and the APIs enable you to connect and execute MySQL statements from another language or environment, including ODBC, Java (JDBC), C++, Python, Node.js, PHP, Perl, Ruby, and C.

MySQL Connectors

Oracle develops a number of connectors:

- **Connector/C++** enables C++ applications to connect to MySQL.
- **Connector/J** provides driver support for connecting to MySQL from Java applications using the standard Java Database Connectivity (JDBC) API.
- **Connector/NET** enables developers to create .NET applications that connect to MySQL. Connector/NET implements a fully functional ADO.NET interface and provides support for use with ADO.NET aware tools. Applications that use Connector/NET can be written in any supported .NET language.


- **Connector/ODBC** provides driver support for connecting to MySQL using the Open Database Connectivity (ODBC) API. Support is available for ODBC connectivity from Windows, Unix, and macOS platforms.

- **Connector/Python** provides driver support for connecting to MySQL from Python applications using an API that is compliant with the Python DB API version 2.0. No additional Python modules or MySQL client libraries are required.

  **Connector/Node.js** provides an asynchronous API for connecting to MySQL from Node.js applications using X Protocol. Connector/Node.js supports managing database sessions and schemas, working with MySQL Document Store collections and using raw SQL statements.

The MySQL C API

For direct access to using MySQL natively within a C application, the C API provides low-level access to the MySQL client/server protocol through the *libmysqlclient* client library. This is the primary method used to connect to an instance of the MySQL server, and is used both by MySQL command-line clients and many of the MySQL Connectors and third-party APIs detailed here.

*libmysqlclient* is included in MySQL distributions distributions.

See also MySQL C API Implementations.

To access MySQL from a C application, or to build an interface to MySQL for a language not supported by the Connectors or APIs in this chapter, the C API is where to start. A number of programmer’s utilities are available to help with the process; see Program Development Utilities.

Third-Party MySQL APIs

The remaining APIs described in this chapter provide an interface to MySQL from specific application languages. These third-party solutions are not developed or supported by Oracle. Basic information on their usage and abilities is provided here for reference purposes only.
All the third-party language APIs are developed using one of two methods, using `libmysqlclient` or by implementing a *native driver*. The two solutions offer different benefits:

- **Using `libmysqlclient`** offers complete compatibility with MySQL because it uses the same libraries as the MySQL client applications. However, the feature set is limited to the implementation and interfaces exposed through `libmysqlclient` and the performance may be lower as data is copied between the native language, and the MySQL API components.

- **Native drivers** are an implementation of the MySQL network protocol entirely within the host language or environment. Native drivers are fast, as there is less copying of data between components, and they can offer advanced functionality not available through the standard MySQL API. Native drivers are also easier for end users to build and deploy because no copy of the MySQL client libraries is needed to build the native driver components.

*MySQL APIs and Interfaces* lists many of the libraries and interfaces available for MySQL.
2.1 Introduction to Connector/C++

MySQL Connector/C++ 8.0 is a MySQL database connector for C++ applications that connect to MySQL servers. Connector/C++ can be used to access MySQL servers that implement a document store, or in a traditional way using SQL statements. The preferred development environment for Connector/C++ 8.0 is to enable development of C++ applications using X DevAPI, or plain C applications using X DevAPI for C, but Connector/C++ 8.0 also enables development of C++ applications that use the legacy JDBC-based API from Connector/C++ 1.1.

Connector/C++ applications that use X DevAPI or X DevAPI for C require a MySQL server that has X Plugin enabled. Connector/C++ applications that use the legacy JDBC-based API neither require nor support X Plugin.

For more detailed requirements about required MySQL versions for Connector/C++ applications, see Platform Support and Prerequisites.

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

- Connector/C++ Benefits
- X DevAPI and X DevAPI for C
- Legacy JDBC API and JDBC Compatibility
Connector/C++ Benefits

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

- Convenience of pure C++.
- Support for these application programming interfaces:
  - X DevAPI
  - X DevAPI for C
  - Legacy JDBC 4.0-based API
- Support for the object-oriented programming paradigm.
- Reduced development time.
- Licensed under the GPL with the FLOSS License Exception.
- Available under a commercial license upon request.

X DevAPI and X DevAPI for C

Connector/C++ implements X DevAPI, which enables connecting to MySQL servers that implement a document store with X Plugin. X DevAPI also enables applications to execute SQL statements.

Connector/C++ also implements a similar interface called X DevAPI for C for use by applications written in plain C.

For general information about X DevAPI, see X DevAPI User Guide. For reference information specific to the Connector/C++ implementation of X DevAPI and X DevAPI for C, see MySQL Connector/C++ X DevAPI Reference in the X DevAPI section of MySQL Documentation.

Legacy JDBC API and JDBC Compatibility

Connector/C++ implements the JDBC 4.0 API, if built to include the legacy JDBC connector:

- Connector/C++ binary distributions include the JDBC connector.
- If you build Connector/C++ from source, the JDBC connector is not built by default, but can be included by enabling the WITH_JDBC CMake option. See Section 2.4, “Installing Connector/C++ from Source”.

The Connector/C++ JDBC API is compatible with the JDBC 4.0 API. Connector/C++ does not implement the entire JDBC 4.0 API, but does feature these 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.

Note

The legacy JDBC connector in Connector/C++ 8.0 is based on the connector provided by Connector/C++ 1.1. For more information about using the JDBC API in Connector/C++ 8.0, see MySQL Connector/C++ 1.1 Developer Guide.

Platform Support and Prerequisites

To see which platforms are supported, visit the Connector/C++ downloads page.
On Windows platforms, Commercial and Community Connector/C++ distributions require the Visual C++ Redistributable for Visual Studio. The Redistributable is available at the Visual Studio Download Center; install it before installing Connector/C++. The acceptable Redistributable versions depend on your Connector/C++ version:

- Connector/C++ 8.0.19 and higher: VC++ Redistributable 2017 or higher.
- Connector/C++ 8.0.14 to 8.0.18: VC++ Redistributable 2015 or higher.

The following requirements apply to building and running Connector/C++ applications, and to building Connector/C++ itself if you build it from source:

- To run Connector/C++ applications, the MySQL server requirements depend on the API the application uses:

  - Connector/C++ applications that use X DevAPI or X DevAPI for C require a server from MySQL 8.0 (8.0.11 or higher) or MySQL 5.7 (5.7.12 or higher), with X Plugin enabled. For MySQL 8.0, X Plugin is enabled by default. For MySQL 5.7, X Plugin must be enabled explicitly. (Some X Protocol features may not work with MySQL 5.7.)
  - Applications that use the JDBC API can use a server from MySQL 5.6 or higher. X Plugin is neither required nor supported.

- To build Connector/C++ applications:

  - The MySQL version does not apply.
  - On Windows, Microsoft Visual Studio is required. The acceptable MSVC versions depend on your Connector/C++ version and the type of linking you use:
    - Connector/C++ 8.0.20 and higher: Same as Connector/C++ 8.0.19, with the addition that binary distributions are also compatible with MSVC 2017 using the static X DevAPI connector library. This means that binary distributions are fully compatible with MSVC 2019, and fully compatible with MSVC 2017 with the exception of the static legacy (JDBC) connector library.
    - Connector/C++ 8.0.19: Connector/C++ binary distributions are compatible with projects built using MSVC 2019 (using either dynamic or static connector libraries) or MSVC 2017 (using dynamic connector libraries).
    - Connector/C++ 8.0.14 to 8.0.18: MSVC 2017 or 2015.
    - Connector/C++ prior to 8.0.14: MSVC 2015.

- To build Connector/C++ from source:

  - The MySQL C API client library may be required:
    - For Connector/C++ built without the JDBC connector (which is the default), the client library is not needed.
    - To build Connector/C++ with the JDBC connector, configure Connector/C++ with the WITH_JDBC CMake option enabled. In this case, the JDBC connector requires a client library from MySQL 8.0 (8.0.11 or higher) or MySQL 5.7 (5.7.9 or higher).

  - On Windows, Microsoft Visual Studio is required. The acceptable MSVC versions depend on your Connector/C++ version:
    - Connector/C++ 8.0.19 and higher: MSVC 2019 or 2017.
    - Connector/C++ 8.0.14 to 8.0.18: MSVC 2017 or 2015.
    - Connector/C++ prior to 8.0.14: MSVC 2015.
2.2 Obtaining Connector/C++

Connector/C++ binary and source distributions are available, in platform-specific packaging formats. To obtain a distribution, visit the Connector/C++ downloads page. It is also possible to clone the Connector/C++ Git source repository.

- Connector/C++ binary distributions are available for Microsoft Windows, and for Unix and Unix-like platforms. See Section 2.3, “Installing Connector/C++ from a Binary Distribution”.
- Connector/C++ source distributions are available as compressed tar files or Zip archives and can be used on any supported platform. See Section 2.4, “Installing Connector/C++ from Source”.
- The Connector/C++ source code repository uses Git and is available at GitHub. See Section 2.4, “Installing Connector/C++ from Source”.

2.3 Installing Connector/C++ from a Binary Distribution

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

For some platforms, Connector/C++ binary distributions are available in platform-specific packaging formats. Binary distributions are also available in more generic format, in the form of compressed tar files or Zip archives.

For descriptions here that refer to documentation files, those files have names such as CONTRIBUTING.md, README.md, README.txt, README, LICENSE.txt, LICENSE, INFO_BIN, and INFO_SRC. (Prior to Connector/C++ 8.0.14, the information file is BUILDINFO.txt rather than INFO_BIN and INFO_SRC.)

- Installation on Windows
- Installation on Linux
- Installation on macOS
- Installation on Solaris
- Installation Using a tar or Zip Package

**Installation on Windows**

**Important**

On Windows platforms, Commercial and Community Connector/C++ distributions require the Visual C++ Redistributable for Visual Studio. The Redistributable is available at the Visual Studio Download Center; install it before installing Connector/C++. For information about which VC ++ Redistributable versions are acceptable, see Platform Support and Prerequisites.

These methods of installing binary distributions are available on Windows:

- **MySQL Installer.** The simplest and recommended method of installing Connector/C++ on Windows platforms is to download MySQL Installer and let it install and configure all the MySQL products on your system. For details, see MySQL Installer for Windows.

- **Windows MSI installer.** As of Connector/C++ 8.0.12, an MSI Installer is available for Windows. To use the MSI Installer (.msi file), launch it and follow the prompts in the screens it presents. The MSI Installer can install components for these connectors:

  - The connector for X DevAPI (including X DevAPI for C).
  - The connector for the legacy JDBC API.
For each connector, there are two components:

- The DLL component includes the connector DLLs and libraries to satisfy runtime dependencies. The DLL component is required to run Connector/C++ application binaries that use the connector.

- The Developer component includes header files, static libraries, and import libraries for DLLs. The Developer component is required to build from source Connector/C++ applications that use the connector.

The MSI Installer requires administrative privileges. It begins by presenting a welcome screen that enables you to continue the installation or cancel it. If you continue the installation, the MSI Installer overview screen enables you to select the type of installation to perform:

- The **Complete** installation installs the DLL and Developer components for both connectors.

- The **Typical** installation installs the DLL component for both connectors.

- The **Custom** installation enables you to specify the installation location and select which components to install. The DLL and Developer components for the X DevAPI connector are preselected, but you can override the selection. The Developer component for a connector cannot be selected without also selecting the connector DLL component.

For all installation types, the MSI Installer performs these actions:

- It checks whether the required Visual C++ Redistributable for Visual Studio is present. If not, the installer asks you to install it and exits with an error. For information about which VC++ Redistributable versions are acceptable, see Platform Support and Prerequisites.

- It installs documentation files.

**Important**

Prior to Connector/C++ 8.0.13, because the Microsoft Visual C++ 2017 Redistributable installer deletes the Microsoft Visual C++ 2015 Redistributable registry keys that identify its installation, standalone MySQL MSIs may fail to detect the Microsoft Visual C++ 2015 Redistributable if both it and the Microsoft Visual C++ 2017 Redistributable are installed. The solution is to repair the Microsoft Visual C++ 2017 Redistributable via the Windows Control Panel to recreate the registry keys needed for the runtime detection. Unlike the standalone MSIs, MySQL Installer for Windows contains a workaround for the detection problem.

This workaround is unnecessary as of Connector/C++ 8.0.13.

- **Zip archive package without installer.** To install from a Zip archive package (.zip file), see Installation Using a tar or Zip Package.

In addition to the standard Zip archive packages, packages are available that were built in debug mode. However, applications should use the same build mode as Connector/C++. If you install Connector/C++ packages built in debug mode, build applications in debug mode. If you install Connector/C++ packages built in release mode, build applications in release mode.

### Installation on Linux

These methods of installing binary distributions are available on Linux:

- **RPM package.** RPM packages are available for Linux (as of Connector/C++ 8.0.12). The packages are distinguished by their base names (the full names include the Connector/C++ version and suffixes):
Installation on macOS

- **mysql-connector-c++**: This package provides the shared connector library implementing X DevAPI and X DevAPI for C.
- **mysql-connector-c++-jdbc**: This package provides the shared legacy connector library implementing the JDBC API.
- **mysql-connector-c++-devel**: This package installs development files required for building applications that use Connector/C++ libraries provided by the other packages, and static connector libraries. This package depends on the shared libraries provided by the other packages. It cannot be installed by itself without the other two packages.

- **Debian package.** Debian packages are available for Linux (as of Connector/C++ 8.0.14). The packages are distinguished by their base names (the full names include the Connector/C++ version and suffixes):
  - **libmysqlcppconn8-1**: This package provides the shared connector library implementing X DevAPI and X DevAPI for C.
  - **libmysqlcppconn7**: This package provides the shared legacy connector library implementing the JDBC API.
  - **libmysqlcppconn-dev**: This package installs development files required for building applications that use Connector/C++ libraries provided by the other packages, and static connector libraries. This package depends on the shared libraries provided by the other packages. It cannot be installed by itself without the other two packages.

- **Compressed tar file.** To install from a compressed `tar` file (`.tar.gz` file), see Installation Using a tar or Zip Package.

Installation on macOS

These methods of installing binary distributions are available on macOS:

- **DMG package.** DMG (disk image) packages for macOS are available as of Connector/C++ 8.0.12. A DMG package provides shared and static connector libraries implementing X DevAPI and X DevAPI for C, and the legacy connector library implementing the JDBC API. The package also includes OpenSSL libraries, public header files, and documentation files.

- **Compressed tar file.** To install from a compressed `tar` file (`.tar.gz` file), see Installation Using a tar or Zip Package.

Installation on Solaris

### Important

The installation packages have a dependency on the Oracle Developer Studio 12.6 Runtime Libraries, which must be installed before you run the MySQL installation package. See the download options for Oracle Developer Studio [here](#). The installation package enables you to install the runtime libraries only instead of the full Oracle Developer Studio; see instructions in Installing Only the Runtime Libraries on Oracle Solaris 11.

These methods of installing binary distributions are available on Solaris:

- **Compressed tar file.** To install from a compressed `tar` file (`.tar.gz` file), see Installation Using a tar or Zip Package.

Installation Using a tar or Zip Package

Connector/C++ binary distributions are available for several platforms, packaged in the form of compressed `tar` files or Zip archives, denoted here as `PACKAGE.tar.gz` or `PACKAGE.zip`.
To unpack a compressed tar file, use this command in the intended installation directory:

```bash
tar zxfv PACKAGE.tar.gz
```

To install from a Zip archive package (.zip file), use WinZip or another tool that can read .zip files to unpack the file into the location of your choosing.

## 2.4 Installing Connector/C++ from Source

This chapter describes how to install Connector/C++ using a source distribution or a copy of the Git source repository.

### 2.4.1 Source Installation System Prerequisites

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

- **Build Tools**
- **MySQL Client Library**
- **Boost C++ Libraries**
- **SSL Support**

#### Build Tools

You must have the cross-platform build tool CMake (3.0 or higher).

You must have a C++ compiler that supports C++11.

#### MySQL Client Library

To build Connector/C++ from source, the MySQL C API client library may be required:

- Building the JDBC connector requires a client library from MySQL 8.0 (8.0.11 or higher) or MySQL 5.7 (5.7.9 or higher). This occurs when Connector/C++ is configured with the `WITH_JDBC CMake` option enabled to include the JDBC connector.

- For Connector/C++ built without the JDBC connector, the client library is not needed.

Typically, the MySQL client library is installed when MySQL is installed. However, check your operating system documentation for other installation options.

To specify where to find the client library, set the `MYSQL_DIR CMake` option appropriately at configuration time as necessary (see Section 2.4.4, “Connector/C++ Source-Configuration Options”).

#### Boost C++ Libraries

To compile Connector/C++ the Boost C++ libraries are needed only if you build the legacy JDBC API or if the version of the C++ standard library on your system does not implement the UTF8 converter (`codecvt_utf8`).

If the Boost C++ libraries are needed, Boost 1.59.0 or newer must be installed. To obtain Boost and its installation instructions, visit the official Boost site.

After Boost is installed, use the `WITH_BOOST CMake` option to indicate where the Boost files are located (see Section 2.4.4, “Connector/C++ Source-Configuration Options”):

```bash
cmake [other_options] -DWITH_BOOST=/usr/local/boost_1_59_0
```

Adjust the path as necessary to match your installation.
SSL Support

Use the \texttt{WITH_SSL} \textsc{CMake} option to specify which SSL library to use when compiling Connector/C+++. OpenSSL 1.0.x or higher is required. As of Connector/C++ 8.0.18, it is possible to compile against OpenSSL 1.1.

For more information about \texttt{WITH_SSL} and SSL libraries, see Section 2.4.4, “Connector/C++ Source-Configuration Options”.

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

To obtain a Connector/C++ source distribution, visit the Connector/C++ downloads page. Alternatively, clone the Connector/C++ Git source repository.

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

The distribution when unpacked includes an \texttt{INFO_SRC} file that provides information about the product version and the source repository from which the distribution was produced. The distribution also includes other documentation files such as those listed in Section 2.3, “Installing Connector/C++ from a Binary Distribution”.

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

\begin{verbatim}
  tar zxf PACKAGE.tar.gz
\end{verbatim}

After unpacking the distribution, build it using the appropriate instructions for your platform later in this chapter.

To install from a Zip archive package (\texttt{.zip} file), use WinZip or another tool that can read \texttt{.zip} files to unpack the file into the location of your choosing. After unpacking the distribution, build it using the appropriate instructions for your platform later in this chapter.

To clone the Connector/C++ code from the source code repository located on GitHub at https://github.com/mysql/mysql-connector-cpp, use this command:

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

That command should create a \texttt{mysql-connector-cpp} directory containing a copy of the entire Connector/C++ source tree.

The \texttt{git clone} command sets the sources to the \texttt{master} branch, which is the branch that contains the latest sources. Released code is in the \texttt{8.0} branch (the \texttt{8.0} branch contains the same sources as the \texttt{master} branch). If necessary, use \texttt{git checkout} in the source directory to select the desired branch. For example, to build Connector/C++ 8.0:

\begin{verbatim}
  cd mysql-connector-cpp
  git checkout 8.0
\end{verbatim}

After cloning the repository, build it using the appropriate instructions for your platform later in this chapter.

After the initial checkout operation to get the source tree, run \texttt{git pull} periodically to update your source to the latest version.

2.4.3 Installing Connector/C++ from Source

To install Connector/C++ from source, verify that your system satisfies the requirements outlined in Section 2.4.1, “Source Installation System Prerequisites”.

- Configuring Connector/C++
Installing Connector/C++ from Source

- Building Connector/C++
- Installing Connector/C++
- Verifying Connector/C++ Functionality

Configuring Connector/C++

Use **CMake** to configure and build Connector/C++. Only out-of-source-builds are supported, so create a directory to use for the build and change location into it. Then configure the build using this command, where `concpp_source` is the directory containing the Connector/C++ source code:

```bash
cmake concpp_source
```

It may be necessary to specify other options on the configuration command. Some examples:

- By default, these installation locations are used:
  - `/usr/local/mysql/connector-c++-8.0` (Unix and Unix-like systems)
  - `User_home/MySQL/"MySQL Connector C++ 8.0"` (Windows)

  To specify the installation location explicitly, use the `CMAKE_INSTALL_PREFIX` option:

  ```bash
  -DCMAKE_INSTALL_PREFIX=path_name
  ```

- On Windows, you can use the `-G` and `-A` options to select a particular generator:
  - `-G "Visual Studio 16" -A x64` (64-bit builds)
  - `-G "Visual Studio 16" -A Win32` (32-bit builds)

  Consult the CMake manual or check `cmake --help` to find out which generators are supported by your CMake version. (However, it may be that your version of CMake supports more generators than can actually be used to build Connector/C++.)

- If the Boost C++ libraries are needed, use the `WITH_BOOST` option to specify their location:

  ```bash
  -DWITH_BOOST=path_name
  ```

- By default, the build creates dynamic (shared) libraries. To build static libraries, enable the `BUILD_STATIC` option:

  ```bash
  -DBUILD_STATIC=ON
  ```

- By default, the legacy JDBC connector is not built. If you plan to build this connector, an additional `git` command is needed to perform submodule initialization (do this in the top-level source directory):

  ```bash
  git submodule update --init
  ```

  To include the JDBC connector in the build, enable the `WITH_JDBC` option:

  ```bash
  -DWITH_JDBC=ON
  ```

**Note**

If you configure and build the test programs later, use the same CMake options to configure them as the ones you use to configure Connector/C++ (`-G, WITH_BOOST, BUILD_STATIC, and so forth`). Exceptions: Path name arguments will differ, and you need not specify `CMAKE_INSTALL_PREFIX`.

For information about CMake configuration options, see Section 2.4.4, “Connector/C++ Source-Configuration Options”.
Building Connector/C++

After configuring the Connector/C++ distribution, build it using this command:

```
make --build . --config build_type
```

The `--config` option is optional. It specifies the build configuration to use, such as `Release` or `Debug`. If you omit `--config`, the default is `Debug`.

**Important**

If you specify the `--config` option on the preceding command, specify the same `--config` option for later steps, such as the steps that install Connector/C++ or that build test programs.

If the build is successful, it creates the connector libraries in the build directory. (For Windows, look for the libraries in a subdirectory with the same name as the `build_type` value specified for the `--config` option.)

- If you build dynamic libraries, they have these names:
  - `libmysqlcppconn8.so.1` (Unix)
  - `libmysqlcppconn8.1.dylib` (macOS)
  - `mysqlcppconn8-1-vs14.dll` (Windows)

- If you build static libraries, they have these names:
  - `libmysqlcppconn8-static.a` (Unix, macOS)
  - `mysqlcppconn8-static.lib` (Windows)

If you enabled the `WITH_JDBC` option to include the legacy JDBC connector in the build, the following additional library files are created.

- If you build legacy dynamic libraries, they have these names:
  - `libmysqlcppconn.so.7` (Unix)
  - `libmysqlcppconn.7.dylib` (macOS)
  - `mysqlcppconn-7-vs14.dll` (Windows)

- If you build legacy static libraries, they have these names:
  - `libmysqlcppconn-static.a` (Unix, macOS)
  - `mysqlcppconn-static.lib` (Windows)

Installing Connector/C++

To install Connector/C++, use this command:

```
make --build . --target install --config build_type
```

Verifying Connector/C++ Functionality

To verify connector functionality, build and run one or more of the test programs included in the `testapp` directory of the source distribution. Create a directory to use and change location into it. Then issue the following commands:

```
cmake [other_options] -DWITH_CONCPP=concpp_install concpp_source/testapp
```
cmake --build . --config=build_type

WITH_CONCPP is an option used only to configure the test application. other_options consists of the options that you used to configure Connector/C++ itself (-G, WITH_BOOST, BUILD_STATIC, and so forth). concpp_source is the directory containing the Connector/C++ source code, and concpp_install is the directory where Connector/C++ is installed:

The preceding commands should create the devapi_test and xapi_test programs in the run directory of the build location. If you enable WITH_JDBC when configuring the test programs, the build also creates the jdbc_test program.

Before running test programs, ensure that a MySQL server instance is running with X Plugin enabled. The easiest way to arrange this is to use the mysql-test-run.pl script from the MySQL distribution. For MySQL 8.0, X Plugin is enabled by default, so invoke this command in the mysql-test directory of that distribution:

perl mysql-test-run.pl --start-and-exit

For MySQL 5.7, X Plugin must be enabled explicitly, so add an option to do that:

perl mysql-test-run.pl --start-and-exit --mysqld=--plugin-load=mysqlx

The command should start a test server instance with X Plugin enabled and listening on port 13009 instead of its standard port (33060).

Now you can run one of the test programs. They accept a connection-string argument, so if the server was started as just described, you can run them like this:

run/devapi_test mysqlx://root@127.0.0.1:13009
run/xapi_test mysqlx://root@127.0.0.1:13009

The connection string assumes availability of a root user account without any password and the programs assume that there is a test schema available (assumptions that hold for a server started using mysql-test-run.pl).

To test jdbc_test, you need a MySQL server, but X Plugin is not required. Also, the connection options must be in the form specified by the JDBC API. Pass the user name as the second argument. For example:

run/jdbc_test tcp://127.0.0.1:13009 root

**2.4.4 Connector/C++ Source-Configuration Options**

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

<table>
<thead>
<tr>
<th>Formats</th>
<th>Description</th>
<th>Default</th>
<th>Introduced</th>
</tr>
</thead>
<tbody>
<tr>
<td>BUILD_STATIC</td>
<td>Whether to build a static library</td>
<td>OFF</td>
<td></td>
</tr>
<tr>
<td>BUNDLE_DEPENDENCIES</td>
<td>Whether to bundle external</td>
<td>OFF</td>
<td></td>
</tr>
<tr>
<td></td>
<td>dependency libraries with the</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>connector</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CMAKE_BUILD_TYPE</td>
<td>Type of build to produce</td>
<td>Debug</td>
<td></td>
</tr>
<tr>
<td>CMAKE_INSTALL_DOCDIR</td>
<td>Documentation installation</td>
<td></td>
<td>8.0.14</td>
</tr>
<tr>
<td></td>
<td>directory</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CMAKE_INSTALL_INCLUDEDIR</td>
<td>Header file installation directory</td>
<td></td>
<td>8.0.14</td>
</tr>
<tr>
<td>CMAKE_INSTALL_LIBDIR</td>
<td>Library installation directory</td>
<td></td>
<td>8.0.14</td>
</tr>
<tr>
<td>CMAKE_INSTALL_PREFIX</td>
<td>Installation base directory</td>
<td>/usr/local</td>
<td>8.0.14</td>
</tr>
<tr>
<td>MAINTAINER_MODE</td>
<td>For internal use only</td>
<td>OFF</td>
<td>8.0.12</td>
</tr>
</tbody>
</table>
### Connector/C++ Source-Configuration Options

<table>
<thead>
<tr>
<th>Formats</th>
<th>Description</th>
<th>Default</th>
<th>Introduced</th>
</tr>
</thead>
<tbody>
<tr>
<td>MYSQLCLIENT_STATIC_BINDING</td>
<td>Whether to link to the shared MySQL client library</td>
<td>ON</td>
<td>8.0.16</td>
</tr>
<tr>
<td>MYSQLCLIENT_STATIC_LINKING</td>
<td>Whether to statically link to the MySQL client library</td>
<td>ON</td>
<td>8.0.16</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_DIR</td>
<td>MySQL Server installation directory</td>
<td></td>
<td></td>
</tr>
<tr>
<td>STATIC_MSVCRT</td>
<td>Use the static runtime library</td>
<td></td>
<td></td>
</tr>
<tr>
<td>WITH_BOOST</td>
<td>The Boost source directory</td>
<td></td>
<td></td>
</tr>
<tr>
<td>WITH_DOC</td>
<td>Whether to generate Doxygen documentation</td>
<td>OFF</td>
<td></td>
</tr>
<tr>
<td>WITH_JDBC</td>
<td>Whether to build legacy JDBC library</td>
<td>OFF</td>
<td>8.0.7</td>
</tr>
<tr>
<td>WITH_SSL</td>
<td>Type of SSL support</td>
<td>system</td>
<td>8.0.7</td>
</tr>
</tbody>
</table>

- `-DBUILD_STATIC=bool`

By default, dynamic (shared) libraries are built. If this option is enabled, static libraries are built instead.

- `-DBUNDLE_DEPENDENCIES=bool`

This is an internal option used for creating Connector/C++ distribution packages.

- `-DCMAKE_BUILD_TYPE=type`

The type of build to produce:

- **Debug**: Disable optimizations and generate debugging information. This is the default.
- **Release**: Enable optimizations.
- **RelWithDebInfo**: Enable optimizations and generate debugging information.

- `-DCMAKE_INSTALL_DOCDIR=dir_name`

The documentation installation directory, relative to CMAKE_INSTALL_PREFIX. If not specified, the default is to install in CMAKE_INSTALL_PREFIX.

This option requires that `WITH_DOC` be enabled.

This option was added in Connector/C++ 8.0.14.

- `-DCMAKE_INSTALL_INCLUDEDIR=dir_name`

The header file installation directory, relative to CMAKE_INSTALL_PREFIX. If not specified, the default is `include`.

This option was added in Connector/C++ 8.0.14.

- `-DCMAKE_INSTALL_LIBDIR=dir_name`

The library installation directory, relative to CMAKE_INSTALL_PREFIX. If not specified, the default is `lib64` or `lib`.

This option was added in Connector/C++ 8.0.14.
• **-DCMAKE_INSTALL_PREFIX=dir_name**

  The installation base directory (where to install Connector/C++).

• **-DMANTAINER_MODE=bool**

  This is an internal option used for creating Connector/C++ distribution packages. It was added in Connector/C++ 8.0.12.

• **-DMYSQLCLIENT_STATIC_BINDING=bool**

  Whether to link to the shared MySQL client library. This option is used only if `MYSQLCLIENT_STATIC_LINKING` is disabled to enable dynamic linking of the MySQL client library. In that case, if `MYSQLCLIENT_STATIC_BINDING` is enabled (the default), Connector/C++ is linked to the shared MySQL client library. Otherwise, the shared MySQL client library is loaded and mapped at runtime.

  This option applies only if you are building the legacy JDBC connector (that is, only if `WITH_JDBC` is enabled). It was added in Connector/C++ 8.0.16.

• **-DMYSQLCLIENT_STATIC_LINKING=bool**

  Whether to link statically to the MySQL client library. The default is `ON` (use static linking to the client library). Disabling this option enables dynamic linking to the client library.

  This option applies only if you are building the legacy JDBC connector (that is, only if `WITH_JDBC` is enabled). It was added in Connector/C++ 8.0.16.

• **-DMYSQL_CONFIG_EXECUTABLE=file_name**

  The path to the `mysql_config` program.

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

  This option applies only if you are building the legacy JDBC connector (that is, only if `WITH_JDBC` is enabled).

• **-DMYSQL_DIR=dir_name**

  The directory where MySQL is installed.

  This option applies only if you are building the legacy JDBC connector (that is, only if `WITH_JDBC` is enabled).

• **-DSTATIC_MSVCRT=bool**

  (Windows only) Use the static runtime library (the `/MT*` compiler option). This option might be necessary if code that uses Connector/C++ also uses the static runtime library.

• **-DWITH_BOOST=dir_name**

  The directory where the Boost sources are installed.

• **-DWITH_DOC=bool**

  Whether to enable generating the Doxygen documentation. As of Connector/C++ 8.0.16, enabling this option also causes the Doxygen documentation to be built by the `all` target.
- **DWITH_JDBC=bool**

  Whether to build the legacy JDBC connector. This option is disabled by default. If it is enabled, Connector/C++ 8.0 applications can use the legacy JDBC API, just like Connector/C++ 1.1 applications.

- **DWITH_SSL=\{ssl_type|path_name\}**

  This option specifies which SSL library to use when compiling Connector/C++. The option value indicates the type of SSL support to include or the path name to the SSL installation to use:

  - **ssl_type** can be one of the following values:
    - **system**: Use the system OpenSSL library.

    When running an application that is linked to the connector dynamic library, the OpenSSL libraries on which the connector depends should be correctly found if they are placed in the file system next to the connector library. The application should also work when the OpenSSL libraries are installed at the standard system-wide locations. This assumes that the version of OpenSSL is as expected by Connector/C++.

    Compressed tar files or Zip archive distributions for for Windows, Linux, and macOS should contain the required OpenSSL libraries in the same location as the connector library.

    Except for Windows, it should be possible to run an application linked to the connector dynamic library when the connector library and the OpenSSL libraries are placed in a nonstandard location, provided that these locations were stored as runtime paths when building the application (gcc -rpath option).

    For Windows, an application that is linked to the connector shared library can be run only if the connector library and the OpenSSL libraries are stored either:

    - In the Windows system folder
    - In the same folder as the application
    - In a folder listed in the PATH environment variable

    If the application is linked to the connector static library, it remains true that the required OpenSSL libraries must be found in one of the preceding locations.

    - **path_name** is the path name to the SSL installation to use. It should be the path to the installed OpenSSL library, and must point to a directory containing a lib subdirectory with OpenSSL libraries that are already built.

    Specifying a path name for the OpenSSL installation can be preferable to using the ssl_type value of system because it can prevent CMake from detecting and using an older or incorrect OpenSSL version installed on the system.

### 2.5 Building Connector/C++ Applications

This chapter provides guidance on building Connector/C++ applications:

- General considerations for building Connector/C++ applications successfully. See Section 2.5.1, “Building Connector/C++ Applications: General Considerations”.

- Information about building Connector/C++ applications that applies to specific platforms such as Windows, macOS, and Solaris. See Section 2.5.2, "Building Connector/C++ Applications: Platform-Specific Considerations".
For discussion of the programming interfaces available to Connector/C++ applications, see Section 2.1, “Introduction to Connector/C++”.

### 2.5.1 Building Connector/C++ Applications: General Considerations

This section discusses general considerations to keep in mind when building Connector/C++ applications. For information that applies to particular platforms, see the section that applies to your platform in Section 2.5.2, “Building Connector/C++ Applications: Platform-Specific Considerations”.

Commands shown here are as given from the command line (for example, as invoked from a `Makefile`). The commands apply to any platform that supports `make` and command-line build tools such as `g++`, `cc`, or `clang`, but may need adjustment for your build environment.

- **Build Tools and Configuration Settings**
- **C++11 Support**
- **Connector/C++ Header Files**
- **Boost Header Files**
- **Link Libraries**
- **Runtime Libraries**
- **Using the Connector/C++ Dynamic Library**
- **Using the Connector/C++ Static Library**

#### Build Tools and Configuration Settings

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.

To avoid issues, ensure that these factors are the same for your applications and Connector/C++ itself:

- Compiler version.
- Runtime library.
- Runtime linker configuration settings.

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 a release build of Connector/C++ with a debug build of the client application.

To use a different compiler version, release configuration, or runtime library, first build Connector/C++ from source using your desired settings (see Section 2.4, “Installing Connector/C++ from Source”), then build your applications using those same settings.

Connector/C++ binary distributions include an `INFO_BIN` file that describes the environment and configuration options used to build the distribution. If you installed Connector/C++ from a binary distribution and experience build-related issues on a platform, it may help to check the settings that were used to build the distribution on that platform. Binary distributions also include an `INFO_SRC` file that provides information about the product version and the source repository from which the distribution was produced. (Prior to Connector/C++ 8.0.14, look for `BUILDINFO.txt` rather than `INFO_BIN` and `INFO_SRC`.)

#### C++11 Support

X DevAPI uses C++11 language features. To compile Connector/C++ applications that use X DevAPI, enable C++11 support in the compiler using the `-std=c++11` option. This option is not needed for
applications that use X DevAPI for C (which is a plain C API) or the legacy JDBC API (which is based on plain C++), unless the application code uses C++11.

**Connector/C++ Header Files**

The API an application uses determines which Connector/C++ header files it should include. The following include directives work under the assumption that the include path contains `$MYSQL_CPPCONN_DIR/include`, where `$MYSQL_CPPCONN_DIR` is the Connector/C++ installation location. Pass an `-I $MYSQL_CPPCONN_DIR/include` option on the compiler invocation command to ensure this.

- For applications that use X DevAPI:
  ```c
  #include <mysqlx/xdevapi.h>
  ```

- For applications that use X DevAPI for C:
  ```c
  #include <mysqlx/xapi.h>
  ```

- For applications that use the legacy JDBC API, the header files are version dependent:
  - As of Connector/C++ 8.0.16, a single `#include` directive suffices:
    ```c
    #include <mysql/jdbc.h>
    ```
  - Prior to Connector/C++ 8.0.16, use this set of `#include` directives:
    ```c
    #include <jdbc/mysql_driver.h>
    #include <jdbc/mysql_connection.h>
    #include <jdbc/cppconn/*.h>
    ```

  The notation `<jdbc/cppconn/*.h>` means that you should include all header files from the `jdbc/cppconn` directory that are needed by your application. The particular files needed depend on the application.

- Legacy code that uses Connector/C++ 1.1 has `#include` directives of this form:
  ```c
  #include <mysql_driver.h>
  #include <mysql_connection.h>
  #include <cppconn/*.h>
  ```

  To build such code with Connector/C++ 8.0 without modifying it, add `$MYSQL_CPPCONN_DIR/include/jdbc` to the include path.

To compile code that you intend to link statically against Connector/C++, define a macro that adjusts API declarations in the header files for usage with the static library. For details, see Using the [Connector/C++ Static Library](#).

**Boost Header Files**

The Boost header files are needed under these circumstances:

- Prior to Connector/C++ 8.0.16, on Unix and Unix-like platforms for applications that use X DevAPI or X DevAPI for C, if you build using `gcc` and the version of the C++ standard library on your system does not implement the UTF8 converter (`codecvt_utf8`).

- Prior to Connector/C++ 8.0.23, to compile Connector/C++ applications that use the legacy JDBC API.

If the Boost header files are needed, Boost 1.59.0 or newer must be installed, and the location of the headers must be added to the include path. To obtain Boost and its installation instructions, visit the [official Boost site](#).
Building Connector/C++ Applications: General Considerations

Link Libraries

Building Connector/C++ using OpenSSL makes the connector library dependent on OpenSSL dynamic libraries. In that case:

- When linking an application to Connector/C++ dynamically, this dependency is relevant only at runtime.
- When linking an application to Connector/C++ statically, link to the OpenSSL libraries as well. On Linux, this means adding `-lssl -lcrypto` explicitly to the compile/link command. On Windows, this is handled automatically.

On Windows, link to the dynamic version of the C++ Runtime Library.

Runtime Libraries

X DevAPI for C applications need `libstdc++` at runtime. Depending on your platform or build tools, a different library may apply. For example, the library is `libc++` on macOS; see Section 2.5.2.2, “macOS Notes”.

If an application is built using dynamic link libraries, those libraries must be present not just on the build host, but on target hosts where the application runs. The dynamic linker must be properly configured to find those libraries and their runtime dependencies, as well as to find Connector/C++ libraries and their runtime dependencies.

Connector/C++ libraries built by Oracle depend on the OpenSSL libraries. The latter must be installed on the system in order to run code that links against Connector/C++ libraries. Another option is to put the OpenSSL libraries in the same location as Connector/C++, in which case, the dynamic linker should find them next to the connector library. See also Section 2.5.2.1, “Windows Notes”, and Section 2.5.2.2, “macOS Notes”.

Note

The TLSv1 and TLSv1.1 connection protocols are deprecated as of Connector/C++ 8.0.25 and support for them is subject to removal in a future version of Connector/C++.

Using the Connector/C++ Dynamic Library

The Connector/C++ dynamic library name depends on the platform. These libraries implement X DevAPI and X DevAPI for C, where A in the library name represents the ABI version:

- `libmysqlcppconn8.so.A` (Unix)
- `libmysqlcppconn8.A.dylib` (macOS)
- `mysqlcppconn8-A-vsNN.dll`, with import library `vsNN/mysqlcppconn8.lib` (Windows)

For the legacy JDBC API, the dynamic libraries are named as follows, where B in the library name represents the ABI version:

- `libmysqlcppconn.so.B` (Unix)
- `libmysqlcppconn.B.dylib` (macOS)
- `mysqlcppconn-B-vsNN.dll`, with import library `vsNN/mysqlcppconn-static.lib` (Windows)

On Windows, the `vsNN` value in library names depends on the MSVC toolchain version used to build the libraries. (Connector/C++ libraries provided by Oracle use `vs14`, and they are compatible with MSVC 2019 and 2017.) This convention enables using libraries built with different versions of MSVC on the same system. See also Section 2.5.2.1, “Windows Notes”.
To build code that uses X DevAPI or X DevAPI for C, add `-lmysqlcppconn8` to the linker options. To build code that uses the legacy JDBC API, add `-lmysqlcppconn`.

You must also indicate whether to use the 64-bit or 32-bit libraries by specifying the appropriate library directory. Use an `-L` linker option to specify `$MYSQL_CONCPP_DIR/lib64` (64-bit libraries) or `$MYSQL_CONCPP_DIR/lib` (32-bit libraries), where `$MYSQL_CONCPP_DIR` is the Connector/C++ installation location. On FreeBSD, `/lib64` is not used. The library name always ends with `/lib`.

To build a Connector/C++ application that uses X DevAPI, has sources in `app.cc`, and links dynamically to the connector library, the Makefile might look like this:

```makefile
MYSQL_CONCPP_DIR = Connector/C++ installation location
CPPFLAGS = -I $(MYSQL_CONCPP_DIR)/include -L $(MYSQL_CONCPP_DIR)/lib64
LDDLIES = -lmysqlcppconn8
CXXFLAGS = -std=c++11
app : app.cc
```

With that Makefile, the command `make app` generates the following compiler invocation:

```
g++ -std=c++11 -I .../include -L .../lib64 app.cc -lmysqlcppconn8 -o app
```

To build a plain C application that uses X DevAPI for C, has sources in `app.c`, and links dynamically to the connector library, the Makefile might look like this:

```makefile
MYSQL_CONCPP_DIR = Connector/C++ installation location
CPPFLAGS = -I $(MYSQL_CONCPP_DIR)/include -L $(MYSQL_CONCPP_DIR)/lib64
LDDLIES = -lmysqlcppconn8
app : app.c
```

With that Makefile, the command `make app` generates the following compiler invocation:

```
c -I .../include -L .../lib64 app.c -lmysqlcppconn8 -o app
```

Note

The resulting code, even though it is compiled as plain C, depends on the C++ runtime (typically `libstdc++`, though this may differ depending on platform or build tools; see Runtime Libraries).

To build a plain C++ application that uses the legacy JDBC API, has sources in `app.c`, and links dynamically to the connector library, the Makefile might look like this:

```makefile
MYSQL_CONCPP_DIR = Connector/C++ installation location
CPPFLAGS = -I $(MYSQL_CONCPP_DIR)/include -L $(MYSQL_CONCPP_DIR)/lib64
LDDLIES = -lmysqlcppconn
app : app.c
```

The library option in this case is `-lmysqlcppcon`, rather than `-lmysqlcppconn8` as for an X DevAPI or X DevAPI for C application.

With that Makefile, the command `make app` generates the following compiler invocation:

```
c -I .../include -L .../lib64 app.c -lmysqlcppconn -o app
```

Note

When running an application that uses the Connector/C++ dynamic library, the library and its runtime dependencies must be found by the dynamic linker. See Runtime Libraries.

Using the Connector/C++ Static Library

It is possible to link your application with the Connector/C++ static library. This way there is no runtime dependency on the connector, and the resulting binary can run on systems where Connector/C++ is not installed.
Note

Even when linking statically, the resulting code still depends on all runtime dependencies of the Connector/C++ library. For example, if Connector/C++ is built using OpenSSL, the code has a runtime dependency on the OpenSSL libraries. See Runtime Libraries.

The Connector/C++ static library name depends on the platform. These libraries implement X DevAPI and X DevAPI for C:

- `libmysqlcppconn8-static.a` (Unix, macOS)
- `vsNN/mysqlcppconn8-static.lib` (Windows)

For the legacy JDBC API, the static libraries are named as follows:

- `libmysqlcppconn-static.a` (Unix, macOS)
- `vsNN/mysqlcppconn-static.lib` (Windows)

On Windows, the `vsNN` value in library names depends on the MSVC toolchain version used to build the libraries. (Connector/C++ libraries provided by Oracle use vs14, and they are compatible with MSVC 2019 and 2017.) This convention enables using libraries built with different versions of MSVC on the same system. See also Section 2.5.2.1, “Windows Notes”.

To compile code that you intend to link statically against Connector/C++, define a macro that adjusts API declarations in the header files for usage with the static library. One way to define the macro is by passing a `–D` option on the compiler invocation command:

- For applications that use X DevAPI, X DevAPI for C, or (as of Connector/C++ 8.0.16) the legacy JDBC API, define the `STATIC_CONCPP` macro. All that matters is that you define it; the value does not matter. For example: `–DSTATIC_CONCPP`
- Prior to Connector/C++ 8.0.16, for applications that use the legacy JDBC API, define the `CPPCONN_PUBLIC_FUNC` macro as an empty string. To ensure this, define the macro as `CPPCONN_PUBLIC_FUNC=`, not as `CPPCONN_PUBLIC_FUNC`. For example: `–DCPPCONN_PUBLIC_FUNC=`

To build a Connector/C++ application that uses X DevAPI, has sources in `app.cc`, and links statically to the connector library, the Makefile might look like this:

```makefile
MYSQL_CONCPP_DIR = Connector/C++ installation location
CPPFLAGS = -DSTATIC_CONCPP -I $(MYSQL_CONCPP_DIR)/include
LDDLIBS = $(MYSQL_CONCPP_DIR)/lib64/libmysqlcppconn8-static.a -lssl -lcrypto -lpthread
CXXFLAGS = -std=c++11
app : app.cc

With that Makefile, the command `make app` generates the following compiler invocation:

```bash

g++ -std=c++11 -DSTATIC_CONCPP -I .../include app.cc

.../lib64/libmysqlcppconn8-static.a -lssl -lcrypto -lpthread -o app
```

Note

To avoid having the linker report unresolved symbols, the compile line must include the OpenSSL libraries and the `pthread` library on which Connector/C++ code depends.

OpenSSL libraries are not needed if Connector/C++ is built without them, but Connector/C++ distributions built by Oracle do depend on OpenSSL.

The exact list of libraries required by Connector/C++ library depends on the platform. For example, on Solaris, the `socket`, `rt`, and `nsl` libraries might be needed.
To build a plain C application that uses X DevAPI for C, has sources in `app.c`, and links statically to the connector library, the `Makefile` might look like this:

```
MYSQL_CONCPP_DIR = Connector/C++ installation location
CPPFLAGS = -DSTATIC_CONCPP -I $(MYSQL_CONCPP_DIR)/include
LDLIBS = $(MYSQL_CONCPP_DIR)/lib64/libmysqlcppconn8-static.a -lssl -lcrypto -lpthread
```

The library option in this case names `libmysqlcppconn8-static.a`, rather than `libmysqlcppconn8-static.a` as for an X DevAPI or X DevAPI for C application.

With that `Makefile`, the command `make app` generates the following compiler invocation:

```
cc -DSTATIC_CONCPP -I .../include app.c ...
```

To build a plain C application that uses the legacy JDBC API, has sources in `app.c`, and links statically to the connector library, the `Makefile` might look like this:

```
CPPFLAGS = -DCPPCONN_PUBLIC_FUNC= -I $(MYSQL_CONCPP_DIR)/include
LDLIBS = $(MYSQL_CONCPP_DIR)/lib64/libmysqlcppconn-static.a -lssl -lcrypto -lpthread
```

With that `Makefile`, the command `make app` generates the following compiler invocation:

```
cc -std=c++11 --DCPPCONN_PUBLIC_FUNC= -I .../include app.c ...
```

When building plain C code, it is important to take care of connector's dependency on the C++ runtime, which is introduced by the connector library even though the code that uses it is plain C:

- One approach is to ensure that a C++ linker is used to build the final code. This approach is taken by the `Makefile` shown here:

```
LINK.o = $(LINK.cc) # use C++ linker
```

With that `Makefile`, the build process has two steps: first compile the application source in `app.c` using a plain C compiler to produce `app.o`, then link the final executable (`app`) using the C++ linker, which takes care of the dependency on the C++ runtime. The commands look something like this:

```
c -DSTATIC_CONCPP -I .../include -c -o app.o app.c
g++ -DSTATIC_CONCPP -I .../include app.o ...
```

- Another approach is to use a plain C compiler and linker, but add the `libstdc++` C++ runtime library as an explicit option to the linker. This approach is taken by the `Makefile` shown here:

```
```

With that `Makefile`, the compiler is invoked as follows:

```
c -DSTATIC_CONCPP -I .../include app.c ...
```

Even if the application that uses Connector/C++ is written in plain C, the final executable depends on the C++ runtime which must be installed on the target computer on which the application is to run.
2.5.2 Building Connector/C++ Applications: Platform-Specific Considerations

This section discusses platform-specific considerations to keep in mind when building Connector/C++ applications. For general considerations that apply on a platform-independent basis, see Section 2.5.1, “Building Connector/C++ Applications: General Considerations”.

2.5.2.1 Windows Notes

This section describes aspects of building Connector/C++ applications that are specific to Microsoft Windows. For general application-building information, see Section 2.5.1, “Building Connector/C++ Applications: General Considerations”.

On Windows, applications can be built in different build configurations, which determine the type of the C++ runtime library that is used by the final executable:

- An application can be built in 32-bit or 64-bit mode.
- An application can be built in release or debug mode.
- You can choose between the dynamic runtime library (/MD linker option) or static runtime library (/MT linker option). Different versions of the MSVC compiler also use different versions of the runtime library.

To build Connector/C++ applications, developers using Windows must satisfy these conditions:

- An acceptable version of Microsoft Visual Studio is required.
- Applications should use the same build configuration as that used to build Connector/C++. Build configuration includes the build mode (release mode or debug mode) and the linker option (for example, /MD or /MDd).
- Target hosts running client applications must have an acceptable version of the Visual C++ Redistributable for Visual Studio installed.

For information about acceptable versions of Visual Studio and VC++ Redistributable, see Platform Support and Prerequisites.

The following sections provide additional detail about several aspects of building Connector/C++ applications:

- Application Build Configuration Must Match Connector/C++
- Linking Connector/C++ to Applications
- Building Connector/C++ Applications with Microsoft Visual Studio

Application Build Configuration Must Match Connector/C++

It is important to use a compatible compiler version to build applications and Connector/C++. It is also important to build applications using the same build configuration as that used to build Connector/C++. That is, applications should use the same build mode and linker option, to ensure that the connector and the application use the same runtime library.

The following table shows the linker option appropriate for each combination of build mode and runtime library. It also shows for each combination whether a Connector/C++ binary package is available from Oracle. (If not, you must build Connector/C++ from source yourself.)

<table>
<thead>
<tr>
<th>Build Mode</th>
<th>Runtime Library</th>
<th>Linker Option</th>
<th>Binary Package Available</th>
</tr>
</thead>
<tbody>
<tr>
<td>Release</td>
<td>Dynamic</td>
<td>/MD</td>
<td>Yes</td>
</tr>
</tbody>
</table>

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### Building Connector/C++ Applications: Platform-Specific Considerations

#### Build Mode

<table>
<thead>
<tr>
<th>Build Mode</th>
<th>Runtime Library</th>
<th>Linker Option</th>
<th>Binary Package Available</th>
</tr>
</thead>
<tbody>
<tr>
<td>Debug</td>
<td>Dynamic</td>
<td>/MDd</td>
<td>Yes</td>
</tr>
<tr>
<td>Release</td>
<td>Static</td>
<td>/MT</td>
<td>No (build from source)</td>
</tr>
<tr>
<td>Debug</td>
<td>Static</td>
<td>/MTd</td>
<td>No (build from source)</td>
</tr>
</tbody>
</table>

Standard Connector/C++ binary packages available from Oracle are built in release mode. If you install such a package, build applications in release mode to match. Oracle packages built in debug mode are available as well. To build applications in debug mode, you must either install an Oracle-built Connector/C++ package that was built in debug mode, or build Connector/C++ from source yourself using debug mode.

Connector/C++ binary packages available from Oracle, whether built in release or debug mode, are intended for use with the dynamic version of the C++ runtime library. To build applications using the static runtime library, you must build Connector/C++ yourself from source using the appropriate linker option for the intended build mode.

### Linking Connector/C++ to Applications

Connector/C++ binary distributions are available as 64-bit or 32-bit packages, which store libraries under a directory named `lib64` or `lib`, respectively. Package names and certain library file and directory names also include `vsNN`. The `vsNN` value in these names depends on the MSVC toolchain version used to build the libraries. This convention enables using libraries built with different versions of MSVC on the same system.

**Note**

The `vsNN` value represents the major version of the MSVC toolchain used to build the libraries. Currently it is `vs14`, which is the toolchain used by MSVC 2015 through 2019.

Connector/C++ binary packages include libraries built using the dynamic runtime library in either release mode (`/MD`) or debug mode (`/MDd`). The Connector/C++ libraries are compatible with MSVC 2019 and 2017, and code that uses these libraries can be built with either MSVC 2019 or 2017 using the appropriate linker option (that is, `/MD` for release mode or `/MDd` for debug mode). To build code with a different linker option ( `/MT` or `/MTd`), first build Connector/C++ from source with that option (see Section 2.4.3, “Installing Connector/C++ from Source”), then build applications using the same option.

**Note**

One exception for compiler version compatibility is that to build applications using the static JDBC legacy connector, MSVC 2019 is required; 2017 does not work.

Connector/C++ is available as a dynamic or static library to use with your application. Which library you choose determines the library files needed, and the location of those files within a Connector/C++ package depends on whether the package was built in release or debug mode. Library files are located under the library directory, which, as previously mentioned, is `lib64` for 64-bit packages or `lib` for 32-bit packages. Denote this directory as `LIB`. The following table shows the directory in which to find library files for each type of library (including import libraries, which are used in conjunction with dynamic libraries).

#### Table 2.3 Connector/C++ Library File Directories

<table>
<thead>
<tr>
<th>Library Type</th>
<th>Library File Directory (Release Build)</th>
<th>Library File Directory (Debug Build)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dynamic Library</td>
<td><code>LIB</code></td>
<td><code>LIB/debug</code></td>
</tr>
<tr>
<td>Import Library</td>
<td><code>LIB/vs14</code></td>
<td><code>LIB/vs14/debug</code></td>
</tr>
<tr>
<td>Static Library</td>
<td><code>LIB/vs14</code></td>
<td><code>LIB/vs14/debug</code></td>
</tr>
</tbody>
</table>
For dynamic linking, the following table indicates which dynamic and import library files to use.

### Table 2.4 Connector/C++ Dynamic and Import Library Files Per Connector

<table>
<thead>
<tr>
<th>Connector</th>
<th>Dynamic Library File</th>
<th>Import Library File</th>
</tr>
</thead>
<tbody>
<tr>
<td>X DevAPI, X DevAPI for C</td>
<td>mysqlcppconn8-2-vs14.dll</td>
<td>mysqlcppconn8.lib</td>
</tr>
<tr>
<td>JDBC</td>
<td>mysqlcppconn-7-vs14.dll</td>
<td>mysqlcppconn.lib</td>
</tr>
</tbody>
</table>

For the X DevAPI or X DevAPI for C connector, use the dynamic library file named mysqlcppconn8-2-vs14.dll, together with with the import library file named mysqlcppconn8.lib from the import library directory. The 2 in the dynamic library name is the major ABI version number. (This helps when using compatibility libraries with an old ABI together with new libraries having a different ABI.) The libraries installed on your system may have a different ABI version in their file names.

For the legacy JDBC connector, use the dynamic library file named mysqlcppconn-7-vs14.dll, together with the import library file named mysqlcppconn.lib from the import library directory.

For static linking, the following table indicates which static library file to use.

### Table 2.5 Connector/C++ Static Library File Per Connector

<table>
<thead>
<tr>
<th>Connector</th>
<th>Static Library File</th>
</tr>
</thead>
<tbody>
<tr>
<td>X DevAPI, X DevAPI for C</td>
<td>mysqlcppconn8-static.lib</td>
</tr>
<tr>
<td>JDBC</td>
<td>mysqlcppconn-static.lib</td>
</tr>
</tbody>
</table>

For the X DevAPI or X DevAPI for C connector, use the static library file named mysqlcppconn8-static.lib from the static library directory.

For the legacy JDBC connector, use the static library file named mysqlcppconn-static.lib from the static library directory.

When building code that uses Connector/C++ libraries, use these guidelines for setting build options in the project configuration:

- As an additional include directory, specify $MYSQL_CPPCONN_DIR/include.

- As an additional library directory, specify the directory containing the libraries the application must link to, as indicated in Table 2.3, “Connector/C++ Library File Directories”. For example, to specify the import or static library directory for building in release mode, use $MYSQL_CONCPP_DIR/lib64/vs14 (for 64-bit libraries) or $MYSQL_CONCPP_DIR/lib/vs14 (for 32-bit libraries). For building in debug mode, change vs14 to vs14/debug.

- To use a dynamic library file (.dll extension), link your application with a .lib import library: mysqlcppconn8.lib to the linker options, or mysqlcppconn.lib for legacy code.

- To use a static library file (.lib extension), link your application with the library: mysqlcppconn8-static.lib, or mysqlcppconn-static.lib for legacy code.

For static linking, the application must also be linked with import libraries for the required OpenSSL libraries. If the connector was installed from a binary package provided by Oracle, these are present in the vs14 subdirectory under the main library directory ($MYSQL_CONCPP_DIR/lib64/vs14 or $MYSQL_CONCPP_DIR/lib/vs14), and the corresponding OpenSSL .dll libraries are present in the main library directory.

### Note

A Windows application that uses the connector dynamic library must be able to locate it at runtime, as well as its dependencies such as OpenSSL. The
common way of arranging this is to copy all the required DLLs to the same location as the application executable.

Building Connector/C++ Applications with Microsoft Visual Studio

To build a Connector/C++ application with Microsoft Visual Studio, follow this procedure:

2. Set the required include paths.

   From the main menu, select **Project, Properties**. This can also be accessed using the hot key **ALT + F7**. Under **Configuration Properties**, open the tree view. Select **C/C++, General** in the tree view.

   In the **Additional Include Directories** text field:
   - Add the `include/` directory of Connector/C++. This directory should be located within the Connector/C++ installation directory.
   - If Boost is required to build the application, also add the Boost library root directory. (See Section 2.5.1, “Building Connector/C++ Applications: General Considerations”.)

3. Set the library locations.

   In the tree view, open **Linker, General, Additional Library Directories**.

   In the **Additional Library Directories** text field, add the Connector/C++ import or static library directory as specified in Table 2.3, “Connector/C++ Library File Directories”. Set appropriate paths for release and debug builds.

   **Note**
   For building in debug mode, the Connector/C++ debug package must be installed.

4. Set the connector library to use.

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

   For building with the Connector/C++ dynamic library, enter the import library name: `mysqlcppconn8.lib`, or `mysqlcppconn.lib` for legacy applications.

   For building with the Connector/C++ static library, enter the static library name: `mysqlcppconn8-static.lib`, or `mysqlcppconn-static.lib` for legacy applications.

5. Define macros for static linking.

   To compile code that is linked statically with the connector library, you must define a macro that adjusts API declarations in the header files for usage with the static library. By default, the macro is undefined to declare functions to be compatible with an application that calls a DLL.

   In the **Project, Properties** tree view, under **C++, Preprocessor**, enter the appropriate macro into the **Preprocessor Definitions** text field:

   - For applications that use X DevAPI, X DevAPI for C, or (as of Connector/C++ 8.0.16) the legacy JDBC API, define the `STATIC_CONCPP` macro. All that matters is that you define it; the value does not matter. For example: `-DSTATIC_CONCPP`

   - Prior to Connector/C++ 8.0.16, for applications that use the legacy JDBC API, define the `CPPCONN_PUBLIC_FUNC` macro as an empty string. To ensure this, define the macro as `CPPCONN_PUBLIC_FUNC=", not as `CPPCONN_PUBLIC_FUNC`. 
Notes

- Target hosts running the client application must have the Visual C++ Redistributable for Visual Studio installed. For information about which VC++ Redistributable versions are acceptable, see Platform Support and Prerequisites.

- If your code uses the Connector/C++ dynamic library, it must be present on the target host where the application is run. Copy the appropriate Connector/C++ dynamic library to the same directory as the application executable (see Linking Connector/C++ to Applications). Alternatively, extend the PATH environment variable using `SET PATH=%PATH%;C:\path\to\cpp`, or copy the dynamic library to the Windows installation directory, typically C:\windows.

- If your code uses the Connector/C++ static library, the required OpenSSL libraries must be found on the target host where the application is run. For Connector/C++ binary distributions, the OpenSSL .dll libraries are present in the main library directory ($MYSQL_CONCPP_DIR/lib64 or $MYSQL_CONCPP_DIR/lib). Copy them to the same location as the application executable or to some directory listed in the system PATH.

2.5.2.2 macOS Notes

This section describes aspects of building Connector/C++ applications that are specific to macOS. For general application-building information, see Section 2.5.1, “Building Connector/C++ Applications: General Considerations”.

The binary distribution of Connector/C++ for macOS is compiled using the macOS native clang compiler. For that reason, an application that uses Connector/C++ should be built with the same clang compiler.

The clang compiler can use two different implementations of the C++ runtime library: either the native libc++ or the GNU libstdc++ library. It is important that an application uses the same runtime implementation as Connector/C++ that is, the native libc++. To ensure that, the `-stdlib=libc++` option should be passed to the compiler and the linker invocations.

To build a Connector/C++ application that uses X DevAPI, has sources in `app.cc`, and links dynamically to the connector library, the Makefile for building on macOS might look like this:

```
MYSQL_CONCPP_DIR = Connector/C++ installation location
CPPFLAGS = -I $(MYSQL_CONCPP_DIR)/include -L $(MYSQL_CONCPP_DIR)/lib64
LDBLIBS = -lmysqlcppconn8
CXX = clang++ -stdlib=libc++
CXXFLAGS = -std=c++11
app : app.cc
```

Binary packages for macOS include OpenSSL libraries that are required by code linked with the connector. These libraries are installed in the same location as the connector libraries and should be found there by the dynamic linker.

2.5.2.3 Solaris Notes

This section describes aspects of building Connector/C++ applications that are specific to Solaris. For general application-building information, see Section 2.5.1, “Building Connector/C++ Applications: General Considerations”.

As of Connector/C++ 8.0.13, it is possible to build Connector/C++ applications on Solaris. This requires the SunPro 5.15 or higher compiler (from Developer Studio 12.6). Earlier versions and building with GCC are not supported.
Connector/C++ Known Issues

To use a Connector/C++ package provided by Oracle, application code must be built with SunPro 5.15 or higher under the following options: -m64 -std=c++11. The C++ runtime libraries and atomics library used should be the defaults (-library=stdcpp, -xatomics=studio).

Important

The connector library and any code that uses it depends on the GCC runtime libraries shipped with Oracle Developer Studio 12.6, which must be installed before you run the application. See the download options for Oracle Developer Studio. The installation package enables you to install the runtime libraries only instead of the full Oracle Developer Studio; see instructions in Installing Only the Runtime Libraries on Oracle Solaris 11.

Target hosts running client applications must have the runtime libraries from Developer Studio 12.6 installed.

2.6 Connector/C++ Known Issues

To report bugs, use 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.

• 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 variations between Linux distributions, compiler versions, linker versions, and STL versions, it is not possible to provide binaries for every possible configuration. However, Connector/C++ binary distributions include an INFO_BIN file that describes the environment and configuration options used to build the binary versions of the connector libraries. Binary distributions also include an INFO_SRC file that provides information about the product version and the source repository from which the distribution was produced. (Prior to Connector/C++ 8.0.14, look for BUILDINFO.txt rather than INFO_BIN and INFO_SRC.)

• 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 a release build of Connector/C++ with a debug build of the client application.

2.7 Connector/C++ Support

For general discussion of Connector/C++, please use the C/C++ community forum.

To report bugs, use 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.

For Licensing questions, and to purchase MySQL Products and Services, please see http://www.mysql.com/buy-mysql/.
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MySQL Connector/J is a JDBC driver for communicating with MySQL servers.

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

For legal information, see the Legal Notices.

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

Licensing information. This product may include third-party software, used under license. If you are using a Commercial release of MySQL Connector/J 8.0, 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/J 8.0, see this document for licensing information, including licensing information relating to third-party software that may be included in this Community release.

3.1 Overview of MySQL Connector/J

MySQL provides connectivity for client applications developed in the Java programming language with MySQL Connector/J. Connector/J implements the Java Database Connectivity (JDBC) API, as well as a number of value-adding extensions of it. It also supports the new X DevAPI.

MySQL Connector/J is a JDBC Type 4 driver, implementing the JDBC 4.2 specification. The Type 4 designation means that the driver is a pure Java implementation of the MySQL protocol and does not rely on the MySQL client libraries. See Section 3.2, “Connector/J Versions, and the MySQL and Java Versions They Require” for compatibility information.

For large-scale programs that use common design patterns of data access, consider using one of the popular persistence frameworks such as Hibernate, Spring's JDBC templates or MyBatis SQL Maps to reduce the amount of JDBC code for you to debug, tune, secure, and maintain.

Key Topics

• For installation instructions for Connector/J, see Section 3.3, “Connector/J Installation”.

• For help with connection strings, connection options, and setting up your connection through JDBC, see Section 3.5, “Connector/J Reference”.

• For information on connection pooling, see Section 3.7, “Connection Pooling with Connector/J”.

• For information on multi-host connections, see Section 3.8, “Multi-Host Connections”.

• For information on using the X DevAPI with Connector/J, see Section 3.9, “Using the X DevAPI with Connector/J: Special Topics”.

3.2 Connector/J Versions, and the MySQL and Java Versions They Require

There are currently two MySQL Connector/J versions available:

• Connector/J 8.0 (formerly Connector/J 6.0; see Changes in MySQL Connector/J 8.0.7 for an explanation of the version number change) is a Type 4 pure Java JDBC 4.2 driver for the Java 8 platform. It provides compatibility with all the functionality of MySQL 5.6, 5.7, and 8.0. Connector/J 8.0 provides ease of development features, including auto-registration with the Driver Manager, standardized validity checks, categorized SQLExceptions, support for large update counts, support for local and offset date-time variants from the java.time package, support for JDBC-4.x XML processing, support for per connection client information, and support for the NCHAR, NVARCHAR and NCLOB data types.
• Connector/J 5.1 is also a Type 4 pure Java JDBC driver that conforms to the JDBC 4.2 specification. It provides compatibility with all the functionality of MySQL 5.6, 5.7, and 8.0. Connector/J 5.1 is covered by its own manual.

The following table summarizes the Connector/J versions available, along with the compatibility information for different versions of JDBC, MySQL Server, and Java, as well as the support status for each of the Connector/J versions:

Table 3.1 Summary of Connector/J Versions

<table>
<thead>
<tr>
<th>Connector/J version</th>
<th>JDBC version</th>
<th>MySQL Server version</th>
<th>JRE Required for Compilation</th>
<th>JDK Required for Compilation</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>8.0</td>
<td>4.2</td>
<td>5.6, 5.7, 8.0</td>
<td>JRE 8 or higher</td>
<td>JDK 8.0 or higher</td>
<td>General availability. Recommended version.</td>
</tr>
<tr>
<td>5.1</td>
<td>3.0, 4.0, 4.1, 4.2</td>
<td>5.6, 5.7, 8.0</td>
<td>JRE 5 or higher^2</td>
<td>JDK 5.0 AND JDK 8.0 or higher^3</td>
<td>General availability</td>
</tr>
</tbody>
</table>

Notes

• 1 Connector/J 8.0 implements JDBC 4.2. While Connector/J 8.0 works with libraries of higher JDBC versions, it returns a SQLFeatureNotSupportedException for any calls of methods supported only by JDBC 4.3 and higher.

• 2 JRE 8 or higher is required for Connector/J 5.1 to connect to MySQL 5.6, 5.7, and 8.0 with SSL/TLS when using some cipher suites.

• 3 A customized JSSE provider might be required to use some later TLS versions and cipher suites when connecting to MySQL servers. For example, because Oracle’s Java 8 releases before 8u261 were shipped with JSSE implementations that support TLS up to version 1.2 only, you need a customized JSSE implementation to use TLSv1.3 on those Java 8 platforms. Oracle Java 8u261 and above do support TLSv1.3, so no customized JSSE implementation is needed.

3.3 Connector/J Installation

You can install the Connector/J package using either a binary or source distribution. While the binary distribution provides the easiest method for installation, the source distribution lets you customize your installation. Both types of distributions are available from the Connector/J Download page. The source code for Connector/J is also available on GitHub at https://github.com/mysql/mysql-connector-j.

Connector/J is also available as a Maven artifact in the Central Repository. See Section 3.3.2, “Installing Connector/J Using Maven” for details.

If you are upgrading from a previous version, read the upgrade information in Section 3.3.4, “Upgrading from an Older Version” before continuing.

Important

You may also need to install the following third-party libraries on your system for Connector/J 8.0 to work:

• Protocol Buffers (required for using X DevAPI)
Installing Connector/J from a Binary Distribution

• Simple Logging Facade API (required for using the logging capabilities provided by the default implementation of org.slf4j.Logger.Slf4JLogger by Connector/J)

These and other third-party libraries are required for building Connector/J from source (see the section for more information on the required libraries, including the required versions).

3.3.1 Installing Connector/J from a Binary Distribution

Obtaining and Using the Binary Distribution Packages

Different types of binary distribution packages for Connector/J are available from the Connector/J Download page. The following explains how to use each type of the packages to install Connector/J.

Using Platform-independent Archives: .tar.gz or .zip archives are available for installing Connector/J on any platform. Using the appropriate graphical or command-line utility (for example, tar for the .tar.gz archive and WinZip for the .zip archive), extract the JAR archive from the .tar.gz or .zip archive to a suitable location.

Note

Because there are potentially long file names in the distribution, the Connector/J archives use the GNU Tar archive format. Use GNU Tar or a compatible application to unpack the .tar.gz variant of the distribution.

Using Packages for Software Package Management Systems on Linux Platforms: RPM and Debian packages are available for installing Connector/J on a number of Linux distributions like Oracle Linux, Debian, Ubuntu, SUSE, and so on. Install these packages using your system’s software package management system.

Configuring the CLASSPATH

Once mysql-connector-java-version.jar has been extracted from the binary distribution package to the right place, finish installing the driver by placing the JAR archive in your Java classpath, either by adding its full file path to your CLASSPATH environment variable, or by directly specifying the file path with the command line switch -cp when starting the JVM.

For example, on Linux platforms, add the Connector/J driver to your CLASSPATH using one of the following forms, depending on your command shell:

# Bourne-compatible shell (sh, ksh, bash, zsh):
shell> export CLASSPATH=/path/mysql-connector-java-ver.jar:$CLASSPATH

# C shell (csh, tcsh):
shell> setenv CLASSPATH /path/mysql-connector-java-ver.jar:$CLASSPATH

You can also set the CLASSPATH environment variable in a profile file, either locally for a user within the user's .profile, .login, or other login file, or globally by editing the global /etc/profile file.

For Windows platforms, you set the environment variable through the System Control Panel.

Important

Remember to also add the locations of the third-party libraries required for using Connector/J to CLASSPATH.

Configuring Connector/J for Application Servers

To use MySQL Connector/J with an application server such as GlassFish or Tomcat, read your vendor's documentation for information on how to configure third-party class libraries, as most...
application servers ignore the CLASSPATH environment variable. For configuration examples for some J2EE application servers, see Section 3.7, “Connection Pooling with Connector/J”, Section 3.8.3, “Configuring Load Balancing with Connector/J”, and Section 3.8.5, “Advanced Load-balancing and Failover Configuration”. However, the authoritative source for JDBC connection pool configuration information is the documentation for your own application server.

If you are developing servlets or JSPs and your application server is J2EE-compliant, you can put the driver's .jar file in the WEB-INF/lib subdirectory of your web application, as this is a standard location for third-party class libraries in J2EE web applications. You can also use the MysqlDataSource or MysqlConnectionPoolDataSource classes in the com.mysql.cj.jdbc package, if your J2EE application server supports or requires them. The javax.sql.XADataSource interface is implemented using the com.mysql.cj.jdbc.MysqlXADataSource class, which supports XA distributed transactions. The various MysqlDataSource classes support the following parameters (through standard set mutators):

- user
- password
- serverName
- databaseName
- port

### 3.3.2 Installing Connector/J Using Maven

You can also use Maven dependencies manager to install and configure the Connector/J library in your project. Connector/J is published in The Maven Central Repository with "GroupId: mysql" and "ArtifactId: mysql-connector-java", and can be linked to your project by adding the following dependency in your pom.xml file:

```xml
<dependency>
  <groupId>mysql</groupId>
  <artifactId>mysql-connector-java</artifactId>
  <version>x.y.z</version>
</dependency>
```

Note that if you use Maven to manage your project dependencies, you do not need to explicitly refer to the library protobuf-java as it is resolved by dependency transitivity. However, if you do not want to use the X DevAPI features, you may also want to add a dependency exclusion to avoid linking the unneeded sub-library. For example:

```xml
<dependency>
  <groupId>mysql</groupId>
  <artifactId>mysql-connector-java</artifactId>
  <version>x.y.z</version>
  <exclusions>
    <exclusion>
      <groupId>com.google.protobuf</groupId>
      <artifactId>protobuf-java</artifactId>
    </exclusion>
  </exclusions>
</dependency>
```

### 3.3.3 Installing from Source

**Caution**

Read this section only if you want to build a customized version of Connector/J from source, or if you are interested in helping us test our new code. To just get
Installing from Source

MySQL Connector/J up and running on your system, install Connector/J using a standard binary release distribution; see Section 3.3.1, “Installing Connector/J from a Binary Distribution” for instructions.

To install MySQL Connector/J from source, make sure that you have the following software on your system:

**Tip**

It is suggested that the latest versions available for the following software be used for compiling Connector/J; otherwise, some features might not be available.

- A Git client, if you want to check out the sources from our GitHub repository (available from http://git-scm.com/downloads).
- Apache Ant version 1.10.6 or newer (available from http://ant.apache.org), and the Ant JUnitLauncher (ant-junitlauncher-1.10.6.jar, available from, for example, the Maven Central Repository at https://search.maven.org/artifact/org.apache.ant/ant-junitlauncher/1.10.6/jar).
- The following third-party libraries:
  - JUnit 5.6 (see installation and download information in the JUnit 5 User Guide). The following Jar files are required:
    - junit-jupiter-api-5.6.2.jar (available from, for example, https://search.maven.org/artifact/org.junit.jupiter/junit-jupiter-api/5.6.2/jar).
    - junit-jupiter-engine-5.6.2.jar (available from, for example, https://search.maven.org/artifact/org.junit.jupiter/junit-jupiter-engine/5.6.2/jar).
    - junit-platform-commons-1.6.2.jar (available from, for example, https://search.maven.org/artifact/org.junit.platform/junit-platform-commons/1.6.2/jar).
    - junit-platform-engine-1.6.2.jar (available from, for example, https://search.maven.org/artifact/org.junit.platform/junit-platform-engine/1.6.2/jar).
    - junit-platform-launcher-1.6.2.jar (available from, for example, https://search.maven.org/artifact/org.junit.platform/junit-platform-launcher/1.6.2/jar).
  - These additional Jar files, which JUnit 5 depends on:
    - apiguardian-api-1.1.0.jar (available from, for example, https://search.maven.org/artifact/org.apiguardian/apiguardian-api/1.1.0/jar).
    - opentest4j-jupiter-1.2.0.jar (available from, for example, https://search.maven.org/artifact/org.opentest4j/opentest4j-jupiter/1.2.0/jar).
  - Javassist 3.27 or newer (javassist.jar, available from, for example, https://search.maven.org/artifact/org.javassist/javassist/3.27.0-GA/bundle).
  - C3P0 0.9.5.5 or newer (both c3p0-0.9.5.5.jar and c3p0-0.9.5.5.src.zip, available from, for example, https://search.maven.org/artifact/com.mchange/c3p0/0.9.5.5/jar or https://sourceforge.net/projects/c3p0/).
Installing from Source

- Simple Logging Facade API 1.7.30 or newer (slf4j-api-1.7.30.jar, available from, for example, https://search.maven.org/artifact/org.slf4j/slf4j-api/1.7.30/jar or https://www.slf4j.org/download.html).

- Java Hamcrest 2.2 or newer (hamcrest-2.2.jar, available from, for example, https://search.maven.org/artifact/org.hamcrest/hamcrest/2.2/jar).

To build MySQL Connector/J from source, follow these steps:

1. Make sure that you have JDK 1.8.x installed.

2. Obtain the sources for Connector/J by one of the following means:
   - Download the platform independent distribution archive (in .tar.gz or .zip format) for Connector/J, which contains the sources, from the Connector/J Download page. Extract contents of the archive into a folder named, for example, mysql-connector-j.
   - Download a source RPM package for Connector/J from Connector/J Download page and install it.
   - Check out the code from the source code repository for MySQL Connector/J located on GitHub at https://github.com/mysql/mysql-connector-j. The latest release of the Connector/J 8.0 series is on the release/8.0 branch; use the following command to check it out:

     ```shell>
     git clone --branch release/8.0 https://github.com/mysql/mysql-connector-j.git
     ```

     Under the current directory, the command creates a mysql-connector-j subdirectory, which contains the code you want.

3. Place all the required third-party libraries in a separate directory—for example, /home/username/ant-extralibs.

4. Change your current working directory to the mysql-connector-j directory created in step 2 above.

5. In the directory, create a file named build.properties to indicate to Ant the locations of the root directories for your JDK 1.8.x installation, as well as the location of the extra libraries. The file should contain the following property settings, with the "path_to_*" parts replaced by the appropriate file paths:

   ```properties
   com.mysql.cj.build.jdk=path_to_jdk_1.8
   com.mysql.cj.extra.libs=path_to_folder_for_extra_libraries
   ```

   Alternatively, you can set the values of those properties through the Ant -D options.

   **Note**

   Going from Connector/J 5.1 to 8.0, a number of Ant properties for building Connector/J have been renamed or removed; see Changes for Build Properties for details.

6. Issue the following command to compile the driver and create a .jar file for Connector/J:

   ```shell>
   ant dist
   ```

   This creates a build directory in the current directory, where all the build output goes. A directory is created under the build directory, whose name includes the version number of the release you are building. That directory contains the sources, the compiled .class files, and a .jar file for deployment.
For information on all the build targets, including those that create a fully packaged distribution, issue the following command:

```
shell> ant -projecthelp
```

7. Install the newly created .jar file for the JDBC driver as you would install a binary .jar file you download from MySQL by following the instructions given in Configuring the CLASSPATH or Configuring Connector/J for Application Servers.

### 3.3.4 Upgrading from an Older Version

This section has information for users who are upgrading from one version of Connector/J to another, or to a new version of the MySQL server that supports a more recent level of JDBC. A newer version of Connector/J might include changes to support new features, improve existing functionality, or comply with new standards.

#### 3.3.4.1 Upgrading to MySQL Connector/J 8.0

Upgrading an application developed for Connector/J 5.1 to use Connector/J 8.0 might require certain changes to your code or the environment in which it runs. Here are some changes for Connector/J going from 5.1 to 8.0, for which adjustments might be required:

**Running on the Java 8 Platform**

Connector/J 8.0 is created specifically to run on the Java 8 platform. While Java 8 is known to be strongly compatible with earlier Java versions, incompatibilities do exist, and code designed to work on Java 7 might need to be adjusted before being run on Java 8. Developers should refer to the incompatibility information provided by Oracle.

**Changes in Connection Properties**

A complete list of Connector/J 8.0 connection properties are available in `connector-j-reference-set-config`. The following are connection properties that have been changed (removed, added, have their names changed, or have their default values changed) going from Connector/J 5.1 to 8.0.

Properties that have been removed (do not use them during connection):

- `useDynamicCharsetInfo`
- `useBlobToStoreUTF8OutsideBMP`, `utf8OutsideBmpExcludedColumnNamePattern`, and `utf8OutsideBmpIncludedColumnNamePattern`: MySQL 5.6 and later supports the `utf8mb4` character set, which is the character set that should be used by Connector/J applications for supporting characters beyond the Basic Multilingual Plane (BMP) of Unicode Version 3.
- `useJvmCharsetConverters`: JVM character set conversion is now used in all cases

The following date and time properties:

- `dynamicCalendars`
- `noTzConversionForTimeType`
- `noTzConversionForDateType`
- `cacheDefaultTimezone`
- `useFastIntParsing`
- `useFastDateParsing`
- `useJDBCCompliantTimezoneShift`
Upgrading from an Older Version

- useLegacyDatetimeCode
- useSSPSCompatibleTimezoneShift
- useTimezone
- useGmtMillisForDatetimes
- dumpMetadataOnColumnNotFound
- relaxAutoCommit
- strictFloatingPoint
- runningCTS13
- retainStatementAfterResultSetClose
- nullNamePatternMatchesAll (removed since release 8.0.9)

Properties that have been added:
- mysqlx.useAsyncProtocol (deprecated since release 8.0.22)

Property that has its name changed:
- com.mysql.jdbc.faultInjection.serverCharsetIndex changed to com.mysql.cj.testsuite.faultInjection.serverCharsetIndex

- loadBalanceEnableJMX to ha.enableJMX
- replicationEnableJMX to ha.enableJMX

Properties that have their default values changed:
- nullCatalogMeansCurrent is now false by default

Changes in the Connector/J API

This section describes some of the more important changes to the Connector/J API going from version 5.1 to 8.0. You might need to adjust your API calls accordingly:

- The name of the class that implements java.sql.Driver in MySQL Connector/J has changed from com.mysql.jdbc.Driver to com.mysql.cj.jdbc.Driver. The old class name has been deprecated.

- The names of these commonly-used classes and interfaces have also been changed:
  - ExceptionInterceptor: from com.mysql.jdbc.ExceptionInterceptor to com.mysql.cj.exceptions.ExceptionInterceptor
  - StatementInterceptor: from com.mysql.jdbc.StatementInterceptorV2 to com.mysql.cj.interceptors.QueryInterceptor
  - ConnectionLifecycleInterceptor: from com.mysql.jdbc.ConnectionLifecycleInterceptor to com.mysql.cj.jdbc.interceptors.ConnectionLifecycleInterceptor
Upgrading from an Older Version

- **MysqlDataSource**: from `com.mysql.jdbc.jdbc2.optional.MysqlDataSource` to `com.mysql.cj.jdbc.MysqlDataSource`
- **MysqlDataSourceFactory**: from `com.mysql.jdbc.jdbc2.optional.MysqlDataSourceFactory` to `com.mysql.cj.jdbc.MysqlDataSourceFactory`
- **MysqlConnectionPoolDataSource**: from `com.mysql.jdbc.jdbc2.optional.MysqlConnectionPoolDataSource` to `com.mysql.cj.jdbc.MysqlConnectionPoolDataSource`
- **MysqlXADataSource**: from `com.mysql.jdbc.jdbc2.optional.MysqlXADataSource` to `com.mysql.cj.jdbc.MysqlXADataSource`
- **MysqlXid**: from `com.mysql.jdbc.jdbc2.optional.MysqlXid` to `com.mysql.cj.jdbc.MysqlXid`

Changes for Build Properties

A number of Ant properties for building Connector/J from source have been renamed; see Table 3.2, “Changes with the Build Properties from Connector/J 5.1 to 8.0”

<table>
<thead>
<tr>
<th>Old name</th>
<th>New name</th>
</tr>
</thead>
<tbody>
<tr>
<td>com.mysql.jdbc.extra.libs</td>
<td>com.mysql.cj.extra.libs</td>
</tr>
<tr>
<td>com.mysql.jdbc.jdk</td>
<td>com.mysql.cj.build.jdk</td>
</tr>
<tr>
<td>debug.enable</td>
<td>com.mysql.cj.build.addDebugInfo</td>
</tr>
<tr>
<td>com.mysql.jdbc.noCleanBetweenCompiles</td>
<td>com.mysql.cj.build.noCleanBetweenCompiles</td>
</tr>
<tr>
<td>com.mysql.jdbc.commercialBuild</td>
<td>com.mysql.cj.build.commercial</td>
</tr>
<tr>
<td>com.mysql.jdbc.noCryptedBuild</td>
<td>com.mysql.cj.build.noCrypto</td>
</tr>
<tr>
<td>com.mysql.jdbc.noSources</td>
<td>com.mysql.cj.build.noSources</td>
</tr>
<tr>
<td>com.mysql.jdbc.noMavenSources</td>
<td>com.mysql.cj.build.noMavenSources</td>
</tr>
<tr>
<td>major_version</td>
<td>com.mysql.cj.build.driver.version.major</td>
</tr>
<tr>
<td>minor_version</td>
<td>com.mysql.cj.build.driver.version.minor</td>
</tr>
<tr>
<td>subminor_version</td>
<td>com.mysql.cj.build.driver.version.subminor</td>
</tr>
<tr>
<td>version_status</td>
<td>com.mysql.cj.build.driver.version.status</td>
</tr>
<tr>
<td>extra.version</td>
<td>com.mysql.cj.build.driver.version.extra</td>
</tr>
<tr>
<td>snapshot.version</td>
<td>com.mysql.cj.build.driver.version.snapshot</td>
</tr>
<tr>
<td>version</td>
<td>com.mysql.cj.build.driver.version</td>
</tr>
<tr>
<td>full.version</td>
<td>com.mysql.cj.build.driver.version.full</td>
</tr>
<tr>
<td>prodDisplayName</td>
<td>com.mysql.cj.build.driver.displayName</td>
</tr>
<tr>
<td>prodName</td>
<td>com.mysql.cj.build.driver.name</td>
</tr>
<tr>
<td>fullProdName</td>
<td>com.mysql.cj.build.driver.fullName</td>
</tr>
<tr>
<td>buildDir</td>
<td>com.mysql.cj.build.dir</td>
</tr>
<tr>
<td>buildDriverDir</td>
<td>com.mysql.cj.build.dir.driver</td>
</tr>
<tr>
<td>mavenUploadDir</td>
<td>com.mysql.cj.build.dir.maven</td>
</tr>
<tr>
<td>distDir</td>
<td>com.mysql.cj.dist.dir</td>
</tr>
</tbody>
</table>
Upgrading from an Older Version

<table>
<thead>
<tr>
<th>Old name</th>
<th>New name</th>
</tr>
</thead>
<tbody>
<tr>
<td>toPackage</td>
<td>com.mysql.cj.dist.dir.prepare</td>
</tr>
<tr>
<td>packageDest</td>
<td>com.mysql.cj.dist.dir.package</td>
</tr>
<tr>
<td>com.mysql.jdbc.docs.sourceDir</td>
<td>com.mysql.cj.dist.dir.prebuilt.docs</td>
</tr>
</tbody>
</table>

Change for Test Properties

A number of Ant properties for testing Connector/J have been renamed or removed; see Table 3.3, "Changes with the Test Properties from Connector/J 5.1 to 8.0"

Table 3.3 Changes with the Test Properties from Connector/J 5.1 to 8.0

<table>
<thead>
<tr>
<th>Old name</th>
<th>New name</th>
</tr>
</thead>
<tbody>
<tr>
<td>buildTestDir</td>
<td>com.mysql.cj.testsuite.build.dir</td>
</tr>
<tr>
<td>junit.results</td>
<td>com.mysql.cj.testsuite.junit.results</td>
</tr>
<tr>
<td>com.mysql.jdbc.testsuite.jvm</td>
<td>com.mysql.cj.testsuite.jvm</td>
</tr>
<tr>
<td>test</td>
<td>com.mysql.cj.testsuite.test.class</td>
</tr>
<tr>
<td>methods</td>
<td>com.mysql.cj.testsuite.test.methods</td>
</tr>
<tr>
<td>com.mysql.jdbc.testsuite.url</td>
<td>com.mysql.cj.testsuite.url</td>
</tr>
<tr>
<td>com.mysql.jdbc.testsuite.admin-url</td>
<td>com.mysql.cj.testsuite.url.admin</td>
</tr>
<tr>
<td>com.mysql.jdbc.testsuite.ClusterUrl</td>
<td>com.mysql.cj.testsuite.url.cluster</td>
</tr>
<tr>
<td>com.mysql.jdbc.testsuite.url.sha256default</td>
<td>com.mysql.cj.testsuite.url.openssl</td>
</tr>
<tr>
<td>com.mysql.jdbc.testsuite.cantGrant</td>
<td>com.mysql.cj.testsuite.cantGrant</td>
</tr>
<tr>
<td>com.mysql.jdbc.testsuite.no-multi-hosts-tests</td>
<td>com.mysql.cj.testsuite.disable.multihost.tests</td>
</tr>
<tr>
<td>com.mysql.jdbc.test.ds.host</td>
<td>com.mysql.cj.testsuite.ds.host</td>
</tr>
<tr>
<td>com.mysql.jdbc.test.ds.port</td>
<td>com.mysql.cj.testsuite.ds.port</td>
</tr>
<tr>
<td>com.mysql.jdbc.test.ds.db</td>
<td>com.mysql.cj.testsuite.ds.db</td>
</tr>
<tr>
<td>com.mysql.jdbc.test.ds.user</td>
<td>com.mysql.cj.testsuite.ds.user</td>
</tr>
<tr>
<td>com.mysql.jdbc.test.ds.password</td>
<td>com.mysql.cj.testsuite.ds.password</td>
</tr>
<tr>
<td>com.mysql.jdbc.test.tabletype</td>
<td>com.mysql.cj.testsuite.loadstoreperf.tabletype</td>
</tr>
<tr>
<td>com.mysql.jdbc.testsuite.loadstoreperf.useBigResults</td>
<td>com.mysql.cj.testsuite.loadstoreperf.useBigResults</td>
</tr>
<tr>
<td>com.mysql.jdbc.testsuite.noDebugOutput</td>
<td>com.mysql.cj.testsuite.noDebugOutput</td>
</tr>
<tr>
<td>com.mysql.jdbc.testsuite.retainArtifacts</td>
<td>com.mysql.cj.testsuite.retainArtifacts</td>
</tr>
<tr>
<td>com.mysql.jdbc.testsuite.runLongTests</td>
<td>com.mysql.cj.testsuite.runLongTests</td>
</tr>
<tr>
<td>com.mysql.jdbc.test.ServerController.basedir</td>
<td>com.mysql.cj.testsuite.serverController.basedir</td>
</tr>
<tr>
<td>com.mysql.jdbc.ReplicationConnection.isSlave</td>
<td>com.mysql.cj.testsuite.replicationConnection.isSlave</td>
</tr>
<tr>
<td>com.mysql.jdbc.test.isLocalHostnameReplacement</td>
<td>Removed</td>
</tr>
<tr>
<td>com.mysql.jdbc.testsuite.driver</td>
<td>Removed</td>
</tr>
<tr>
<td>com.mysql.jdbc.testsuite.url.default</td>
<td>Removed. No longer needed, as multi-JVM tests have been removed from the test suite.</td>
</tr>
</tbody>
</table>

Changes for Exceptions

Some exceptions have been removed from Connector/J going from version 5.1 to 8.0. Applications that used to catch the removed exceptions should now catch the corresponding exceptions listed in Table 3.4 below.
Note
Some of these Connector/J 5.1 exceptions are duplicated in the com.mysql.jdbc.exception.jdbc4 package; that is indicated by "[jdbc4.]" in their names in Table 3.4.

Table 3.4 Changes for Exceptions from Connector/J 5.1 to 8.0

<table>
<thead>
<tr>
<th>Removed Exception in Connector/J 5.1</th>
<th>Exception to Catch in Connector/J 8.0</th>
</tr>
</thead>
<tbody>
<tr>
<td>com.mysql.jdbc.exceptions.[jdbc4.]MySQLDataException</td>
<td>java.sql.SQLDataException</td>
</tr>
<tr>
<td>com.mysql.jdbc.exceptions.[jdbc4.]MySQLIntegrityConstraintViolationException</td>
<td>java.sql.SQLIntegrityConstraintViolationException</td>
</tr>
<tr>
<td>com.mysql.jdbc.exceptions.[jdbc4.]MySQLInvalidAuthorizationSpecException</td>
<td>java.sql.SQLInvalidAuthorizationSpecException</td>
</tr>
<tr>
<td>com.mysql.jdbc.exceptions.[jdbc4.]MySQLNonTransientConnectionException</td>
<td>java.sql.SQLNonTransientConnectionException</td>
</tr>
<tr>
<td>com.mysql.jdbc.exceptions.[jdbc4.]MySQLNonTransientException</td>
<td>java.sql.SQLNonTransientException</td>
</tr>
<tr>
<td>com.mysql.jdbc.exceptions.[jdbc4.]MySQLQueryInterruptedException</td>
<td>com.mysql.cj.jdbc.exceptions.MySQLQueryInterruptedException</td>
</tr>
<tr>
<td>com.mysql.jdbc.exceptions.[jdbc4.]MySQLStatementCancelledException</td>
<td>com.mysql.cj.jdbc.exceptions.MySQLStatementCancelledException</td>
</tr>
<tr>
<td>com.mysql.jdbc.exceptions.[jdbc4.]MySQLSyntaxErrorException</td>
<td>java.sql.SQLSyntaxErrorException</td>
</tr>
<tr>
<td>com.mysql.jdbc.exceptions.[jdbc4.]MySQLTimeoutException</td>
<td>java.sql.SQLTimeoutException</td>
</tr>
<tr>
<td>com.mysql.jdbc.exceptions.[jdbc4.]MySQLTransactionRollbackException</td>
<td>java.sql.SQLTransactionRollbackException</td>
</tr>
<tr>
<td>com.mysql.jdbc.exceptions.[jdbc4.]MySQLTransientConnectionException</td>
<td>java.sql.SQLTransientConnectionException</td>
</tr>
<tr>
<td>com.mysql.jdbc.exceptions.[jdbc4.]MySQLTransientException</td>
<td>java.sql.SQLTransientException</td>
</tr>
</tbody>
</table>

Other Changes

Here are other changes with Connector/J 8.0:

• Removed `ReplicationDriver`. Instead of using a separate driver, you can now obtain a connection for a replication setup just by using the `jdbc:mysql:replication://` scheme.

• See Section 3.3, “Connector/J Installation” for third-party libraries required for Connector/J 8.0 to work.

• Connector/J 8.0 always performs time offset adjustments on date-time values, and the adjustments require one of the following to be true:
  • The MySQL server is configured with a canonical time zone that is recognizable by Java (for example, Europe/Paris, Etc/GMT-5, UTC, etc.)
  • The server's time zone is overridden by setting the Connector/J connection property `serverTimezone` (for example, `serverTimezone=Europe/Paris`).

3.3.5 Testing Connector/J

The Connector/J source code repository or packages that are shipped with source code include an extensive test suite, containing test cases that can be executed independently. The test cases are divided into the following categories:

• **Unit tests:** They are methods located in packages aligning with the classes that they test.

• **Functional tests:** Classes from the package `testsuite.simple`. Include test code for the main features of Connector/J.

• **Performance tests:** Classes from the package `testsuite.perf`. Include test code to make measurements for the performance of Connector/J.
• **Regression tests**: Classes from the package `testsuite.regression`. Includes code for testing bug and regression fixes.

• **X DevAPI and X Protocol tests**: Classes from the package `testsuite.x` for testing X DevAPI and X Protocol functionality.

The bundled Ant build file contains targets like `test`, which can facilitate the process of running the Connector/J tests; see the target descriptions in the build file for details. Besides the requirements for building Connector/J from the source code described in Section 3.3.3, “Installing from Source”, a number of the tests also require the File System Service Provider 1.2 for the Java Naming and Directory Interface (JNDI), available at [http://www.oracle.com/technetwork/java/javasebusiness/downloads/java-archive-downloads-java-plat-419418.html](http://www.oracle.com/technetwork/java/javasebusiness/downloads/java-archive-downloads-java-plat-419418.html)—place the jar files downloaded from there into the `lib` directory or in the directory pointed to by the property `com.mysql.cj.extra.libs`.

To run the test using Ant, in addition to the properties required for Section 3.3.3, “Installing from Source”, you must set the following properties in the `build.properties` file or through the Ant `-D` options:

- `com.mysql.cj.testsuite.jvm`: the JVM to be used for the tests. If the property is not set, the JVM supplied with `com.mysql.cj.build.jdk` will be used.
- `com.mysql.cj.testsuite.url`: it specifies the JDBC URL for connection to a MySQL test server; see Section 3.5.2, “Connection URL Syntax”.
- `com.mysql.cj.testsuite.url.openssl`: it specifies the JDBC URL for connection to a MySQL test server compiled with OpenSSL; see Section 3.5.2, “Connection URL Syntax”.
- `com.mysql.cj.testsuite.mysqlx.url`: it specifies the X DevAPI URL for connection to a MySQL test server; see Section 3.5.2, “Connection URL Syntax”.
- `com.mysql.cj.testsuite.mysqlx.url.openssl`: it specifies the X DevAPI URL for connection to a MySQL test server compiled with OpenSSL; see Section 3.5.2, “Connection URL Syntax”.

After setting these parameters, run the tests with Ant in the following ways:

- Building the `test` target with `ant test` runs all test cases by default on a single server instance. If you want to run a particular test case, put the test's fully qualified class names in the `com.mysql.cj.testsuite.test.class` variable; for example:

  ```shell
  ant -Dcom.mysql.cj.testsuite.test.class=testsuite.simple.StringUtilsTest test
  ```

  You can also run individual tests in a test case by specifying the names of the corresponding methods in the `com.mysql.cj.testsuite.test.methods` variable, separating multiple methods by commas; for example:

  ```shell
  ant -Dcom.mysql.cj.testsuite.test.class=testsuite.simple.StringUtilsTest -Dcom.mysql.cj.testsuite.test.methods=testIndexOfIgnoreCase,testGetBytes test
  ```

While the test results are partially reported by the console, complete reports in HTML and XML formats are provided. View the HTML report by opening `buildtest/junit/report/index.html`. XML version of the reports are located in the folder `buildtest/junit`.

**Note**

Going from Connector/J 5.1 to 8.0, a number of Ant properties for testing Connector/J have been renamed or removed; see Change for Test Properties for details.

### 3.4 Connector/J Examples

Examples of using Connector/J are located throughout this document. This section provides a summary and links to these examples.
• Example 3.1, “Connector/J: Obtaining a connection from the DriverManager”
• Example 3.2, “Connector/J: Using java.sql.Statement to execute a SELECT query”
• Example 3.3, “Connector/J: Calling Stored Procedures”
• Example 3.4, “Connector/J: Using Connection.prepareCall()”
• Example 3.5, “Connector/J: Registering output parameters”
• Example 3.6, “Connector/J: Setting CallableStatement input parameters”
• Example 3.7, “Connector/J: Retrieving results and output parameter values”
• Example 3.8, “Connector/J: Retrieving AUTO_INCREMENT column values using Statement.getGeneratedKeys()”
• Example 3.9, “Connector/J: Retrieving AUTO_INCREMENT column values using SELECT LAST_INSERT_ID()”
• Example 3.10, “Connector/J: Retrieving AUTO_INCREMENT column values in Updatable ResultSets”
• Example 3.11, “Connector/J: Using a connection pool with a J2EE application server”
• Example 3.12, “Connector/J: Example of transaction with retry logic”

3.5 Connector/J Reference

This section of the manual contains reference material for MySQL Connector/J.

3.5.1 Driver/Datasource Class Name

The name of the class that implements java.sql.Driver in MySQL Connector/J is com.mysql.cj.jdbc.Driver.

3.5.2 Connection URL Syntax

This section explains the syntax of the URLs for connecting to MySQL.

This is the generic format of the connection URL:

```
protocol://[hosts]/[database][?properties]
```

The URL consists of the following parts:

- **protocol**

  There are the possible protocols for a connection:

  - jdbc:mysql: is for ordinary and basic JDBC failover connections.
• **jdbc:mysql:replication** is for JDBC replication connections. See Section 3.8.4, “Configuring Source/Replica Replication with Connector/J” for details.

• **mysqlx** is for X DevAPI connections.

• **jdbc:mysql+srv** is for ordinary and basic failover JDBC connections that make use of DNS SRV records.

• **jdbc:mysql+srv:loadbalance** is for load-balancing JDBC connections that make use of DNS SRV records.

• **jdbc:mysql+srv:replication** is for replication JDBC connections that make use of DNS SRV records.

• **mysqlx+srv** is for X DevAPI connections that make use of DNS SRV records.

### Hosts

Depending on the situation, the *hosts* part may consist simply of a host name, or it can be a complex structure consisting of various elements like multiple host names, port numbers, host-specific properties, and user credentials.

• Single host:

  • Single-host connections without adding host-specific properties:

    • The *hosts* part is written in the format of `host:port`. This is an example of a simple single-host connection URL:

      ```
      jdbc:mysql://host1:33060/sakila
      ```

    • *host* can be an IPv4 or an IPv6 host name string, and in the latter case it must be put inside square brackets, for example “[1000:2000::abcd].” When *host* is not specified, the default value of `localhost` is used.

    • *port* is a standard port number, i.e., an integer between 1 and 65535. The default port number for an ordinary MySQL connection is 3306, and it is 33060 for a connection using the X Protocol. If *port* is not specified, the corresponding default is used.

  • Single-host connections adding host-specific properties:

    • In this case, the host is defined as a succession of `key=value` pairs. Keys are used to identify the host, the port, as well as any host-specific properties. There are two alternate formats for specifying keys:

      • The “address-equals” form:

        ```
        address=(host=host_or_ip)(port=port)(key1=value1)(key2=value2)...(keyN=valueN)
        ```

        Here is a sample URL using the “address-equals” form:

        ```
        jdbc:mysql://address=(host=myhost)(port=1111)(key1=value1)/db
        ```

      • The “key-value” form:

        ```
        (host=host, port=port, key1=value1, key2=value2, ..., keyN=valueN)
        ```

        Here is a sample URL using the “key-value” form:

        ```
        jdbc:mysql://(host=myhost, port=1111, key1=value1)/db
        ```

    • The host and the port are identified by the keys *host* and *port*. The descriptions of the format and default values of *host* and *port* in Single host without host-specific properties [43] above also apply here.

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Connection URL Syntax

- Other keys that can be added include `user`, `password`, `protocol`, and so on. They override the global values set in the `properties` part of the URL. Limit the overrides to user, password, network timeouts, and statement and metadata cache sizes; the effects of other per-host overrides are not defined.

- Different protocols may require different keys. For example, the `mysqlx:` scheme uses two special keys, `address` and `priority`. `address` is a `host:port` pair and `priority` an integer. For example:

```
mysqlx://(address=host1:1111,priority=1,key1=value1)/db
```

- `key` is case-sensitive. Two keys differing in case only are considered conflicting, and there are no guarantees on which one will be used.

- Multiple hosts

There are two formats for specifying multiple hosts:

- List hosts in a comma-separated list:

```
host1,host2,...,hostN
```

Each host can be specified in any of the three ways described in Single host [43] above. Here are some examples:

```
jdbc:mysql://myhost1:1111,myhost2:2222/db
jdbc:mysql://(address=(host=myhost1)(port=1111)(key1=value1),address=(host=myhost2)(port=2222)(key2=value2))/db
```

- List hosts in a comma-separated list, and then encloses the list by square brackets:

```
[host1,host2,...,hostN]
```

This is called the host sublist form, which allows sharing of the user credentials by all hosts in the list as if they are a single host. Each host in the list can be specified in any of the three ways described in Single host [43] above. Here are some examples:

```
jdbc:mysql://sandy:secret@[myhost1:1111,myhost2:2222]/db
jdbc:mysql://sandy:secret@[address=(host=myhost1)(port=1111)(key1=value1),address=(host=myhost2)(port=2222)(key2=value2)]/db
```

While it is not possible to write host sublists recursively, a host list may contain host sublists as its member hosts.

- User credentials

User credentials can be set outside of the connection URL—for example, as arguments when getting a connection from the `java.sql.DriverManager` (see Section 3.5.3, “Configuration Properties” for details). When set with the connection URL, there are several ways to specify them:

- Prefix the a single host, a host sublist (see Multiple hosts [44]), or any host in a list of hosts with the user credentials with an `@`:

```
user:password@host_or_host_sublist
```

For example:

```
mysqlx://sandy:secret0{(address=host1:1111,priority=1,key1=value1),(address=host2:2222,priority=2,key2=value2)}/db
```

- Use the keys `user` and `password` to specify credentials for each host:

```
{user=sandy}{password=mypass}
```
Configuration Properties

For example:

```
jdbc:mysql://[(host=myhost1,port=1111,user=sandy,password=secret),
(host=myhost2,port=2222,user=finn,password=secret)]/db
```

In both forms, when multiple user credentials are specified, the one to the left takes precedence—that is, going from left to right in the connection string, the first one found that is applicable to a host is the one that is used.

Inside a host sublist, no host can have user credentials in the @ format, but individual host can have user credentials specified in the key format.

**database**

The default database or catalog to open. If the database is not specified, the connection is made with no default database. In this case, either call the `setCatalog()` method on the `Connection` instance, or specify table names using the database name (that is, `SELECT dbname.tablename.colname FROM dbname.tablename...`) in your SQL statements. Opening a connection without specifying the database to use is, in general, only useful when building tools that work with multiple databases, such as GUI database managers.

*Note*

Always use the `Connection.setCatalog()` method to specify the desired database in JDBC applications, rather than the `USE database` statement.

**properties**

A succession of global properties applying to all hosts, preceded by `?` and written as `key=value` pairs separated by the symbol `&`. Here are some examples:

```
jdbc:mysql://(host=myhost1,port=1111),(host=myhost2,port=2222)/db?key1=value1&key2=value2&key3=value3
```

The following are true for the key-value pairs:

- `key` and `value` are just strings. Proper type conversion and validation are performed internally in Connector/J.
- `key` is case-sensitive. Two keys differing in case only are considered conflicting, and it is uncertain which one will be used.
- Any host-specific values specified with key-value pairs as explained in Single host with host-specific properties [43] and Multiple hosts [44] above override the global values set here.

See Section 3.5.3, “Configuration Properties” for details about the configuration properties.

### 3.5.3 Configuration Properties

Configuration properties define how Connector/J will make a connection to a MySQL server. Unless otherwise noted, properties can be set for a `DataSource` object or for a `Connection` object.

Configuration properties can be set in one of the following ways:

- Using the `set*()` methods on MySQL implementations of `java.sql.DataSource` (which is the preferred method when using implementations of `java.sql.DataSource`):
  - `com.mysql.cj.jdbc.MysqlDataSource`
  - `com.mysql.cj.jdbc.MysqlConnectionPoolDataSource`
• As a key-value pair in the `java.util.Properties` instance passed to `DriverManager.getConnection()` or `Driver.connect()`.

• As a JDBC URL parameter in the URL given to `java.sql.DriverManager.getConnection()`, `java.sql.Driver.connect()` or the MySQL implementations of the `javax.sql.DataSource.setURL()` method. If you specify a configuration property in the URL without providing a value for it, nothing will be set; for example, adding `useServerPrepStmts` alone to the URL does not make Connector/J use server-side prepared statements; you need to add `useServerPrepStmts=true`.

Note
If the mechanism you use to configure a JDBC URL is XML-based, use the XML character literal `&amp;` to separate configuration parameters, as the ampersand is a reserved character for XML.

The properties are listed in the following tables.

### 3.5.3.1 Authentication

- **user**
  
  The user to connect as

<table>
<thead>
<tr>
<th>Since Version</th>
<th>all versions</th>
</tr>
</thead>
</table>

- **password**
  
  The password to use when connecting

<table>
<thead>
<tr>
<th>Since Version</th>
<th>all versions</th>
</tr>
</thead>
</table>

### 3.5.3.2 Connection

- **connectionAttributes**
  
  A comma-delimited list of user-defined key:value pairs (in addition to standard MySQL-defined key:value pairs) to be passed to MySQL Server for display as connection attributes in the `PERFORMANCE_SCHEMA.SESSION_CONNECT_ATTRS` table. Example usage: `connectionAttributes=key1:value1,key2:value2` This functionality is available for use with MySQL Server version 5.6 or later only. Earlier versions of MySQL Server do not support connection attributes, causing this configuration option to be ignored. Setting `connectionAttributes=none` will cause connection attribute processing to be bypassed, for situations where Connection creation/initialization speed is critical.

<table>
<thead>
<tr>
<th>Since Version</th>
<th>5.1.25</th>
</tr>
</thead>
</table>

- **connectionLifecycleInterceptors**
  
  A comma-delimited list of classes that implement `"com.mysql.cj.jdbc.interceptors.ConnectionLifecycleInterceptor"` that should notified of connection lifecycle events (creation, destruction, commit, rollback, setting the current database and changing the autocommit mode) and potentially alter the execution of these commands. `ConnectionLifecycleInterceptors` are "stackable", more than one interceptor may be specified via the configuration property as a comma-delimited list, with the interceptors executed in order from left to right.

<table>
<thead>
<tr>
<th>Since Version</th>
<th>5.1.4</th>
</tr>
</thead>
</table>

- **useConfigs**
### Configuration Properties

Load the comma-delimited list of configuration properties before parsing the URL or applying user-specified properties. These configurations are explained in the 'Configurations' of the documentation.

<table>
<thead>
<tr>
<th>Property</th>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>authenticationPlugins</code></td>
<td>Comma-delimited list of classes that implement com.mysql.cj.protocol.AuthenticationPlugin and which will be used for authentication unless disabled by &quot;disabledAuthenticationPlugins&quot; property.</td>
<td>3.1.5</td>
</tr>
<tr>
<td><code>clientInfoProvider</code></td>
<td>The name of a class that implements the com.mysql.cj.jdbc.ClientInfoProvider interface in order to support JDBC-4.0's Connection.get/setClientInfo() methods. Default Value: com.mysql.cj.jdbc.CommentClientInfoProvider.</td>
<td>5.1.0</td>
</tr>
<tr>
<td><code>createDatabaseIfNotExist</code></td>
<td>Creates the database given in the URL if it doesn't yet exist. Assumes the configured user has permissions to create databases. Default Value: false.</td>
<td>3.1.9</td>
</tr>
<tr>
<td><code>databaseTerm</code></td>
<td>MySQL uses the term &quot;schema&quot; as a synonym of the term &quot;database,&quot; while Connector/J historically takes the JDBC term &quot;catalog&quot; as synonymous to &quot;database&quot;. This property sets for Connector/J which of the JDBC terms &quot;catalog&quot; and &quot;schema&quot; is used in an application to refer to a database. The property takes one of the two values CATALOG or SCHEMA and uses it to determine (1) which Connection methods can be used to set/get the current database (e.g. setCatalog() or setSchema()?), (2) which arguments can be used within the various DatabaseMetaData methods to filter results (e.g. the catalog or schemaPattern argument of getColumns()?), and (3) which fields in the ResultSet returned by DatabaseMetaData methods contain the database identification information (i.e., the TABLE_CAT or TABLE_SCHEM field in the ResultSet returned by getTables()?). If databaseTerm=CATALOG, schemaPattern for searches are ignored and calls of schema methods (like setSchema() or getSchema()) become no-ops, and vice versa. Default Value: CATALOG.</td>
<td>8.0.17</td>
</tr>
<tr>
<td><code>defaultAuthenticationPlugin</code></td>
<td>Name of a class implementing com.mysql.cj.protocol.AuthenticationPlugin which will be used as the default authentication plugin (see below). It is an error to use a class which is not listed in &quot;authenticationPlugins&quot; nor it is one of the built-in plugins. It is an error to set as default a plugin which was disabled with &quot;disabledAuthenticationPlugins&quot; property. It is an error to set this value to null or the empty string (i.e. there must be at least a valid default authentication plugin specified for the connection, meeting all constraints listed above). Default Value: com.mysql.cj.protocol.a.authentication.MysqlNativePasswordPlugin.</td>
<td></td>
</tr>
</tbody>
</table>
## Configuration Properties

**Since Version** 5.1.19

### detectCustomCollations

Should the driver detect custom charsets/collations installed on server (true/false, defaults to 'false'). If this option set to 'true' driver gets actual charsets/collations from server each time connection establishes. This could slow down connection initialization significantly.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>5.1.29</td>
</tr>
</tbody>
</table>

**Since Version** 5.1.19

### disabledAuthenticationPlugins

Comma-delimited list of classes implementing `com.mysql.cj.protocol.AuthenticationPlugin` or mechanisms, i.e. "mysql_native_password". The authentication plugins or mechanisms listed will not be used for authentication which will fail if it requires one of them. It is an error to disable the default authentication plugin (either the one named by "defaultAuthenticationPlugin" property or the hard-coded one if "defaultAuthenticationPlugin" property is not set).

**Since Version** 5.1.19

### disconnectOnExpiredPasswords

If "disconnectOnExpiredPasswords" is set to "false" and password is expired then server enters "sandbox" mode and sends ERR(08001, ER_MUST_CHANGE_PASSWORD) for all commands that are not needed to set a new password until a new password is set.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>true</td>
<td>5.1.23</td>
</tr>
</tbody>
</table>

**Since Version** 5.1.19

### interactiveClient

Set the CLIENT_INTERACTIVE flag, which tells MySQL to timeout connections based on INTERACTIVE_TIMEOUT instead of WAIT_TIMEOUT.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>3.1.0</td>
</tr>
</tbody>
</table>

**Since Version** 8.0.23

### ldapServerHostname

When using MySQL's LDAP pluggable authentication with GSSAPI/Kerberos authentication method, allows setting the LDAP Service Principal hostname as configured in the Kerberos KDC. If this property is not set, Connector/J takes the system property 'java.security.krb5.kdc' and extracts the hostname (short name) from its value and uses it. If none are set, then the connection fails with an exception.

<table>
<thead>
<tr>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>8.0.23</td>
</tr>
</tbody>
</table>

**Since Version** 5.1.7

### passwordCharacterEncoding

What character encoding is used for passwords? Leaving this set to the default value (null), uses the value set in "characterEncoding" if there is one, otherwise uses UTF-8 as default encoding. If the password contains non-ASCII characters, the password encoding must match what server encoding was set to when the password was created. For passwords in other character encodings, the encoding will have to be specified with this property (or with "characterEncoding"), as it's not possible for the driver to auto-detect this.
Configuration Properties

- **propertiesTransform**
  An implementation of com.mysql.cj.conf.ConnectionPropertiesTransform that the driver will use to modify URL properties passed to the driver before attempting a connection
  
  Since Version 3.1.4

- **rollbackOnPooledClose**
  Should the driver issue a rollback() when the logical connection in a pool is closed?
  
  Default Value: true
  Since Version 3.0.15

- **useAffectedRows**
  Don't set the CLIENT_FOUND_ROWS flag when connecting to the server (not JDBC-compliant, will break most applications that rely on "found" rows vs. "affected rows" for DML statements), but does cause "correct" update counts from "INSERT ... ON DUPLICATE KEY UPDATE" statements to be returned by the server.
  
  Default Value: false
  Since Version 5.1.7

### 3.5.3.3 Session

- **sessionVariables**
  A comma or semicolon separated list of name=value pairs to be sent as SET [SESSION] ... to the server when the driver connects.
  
  Since Version 3.1.8

- **characterEncoding**
  What character encoding should the driver use when dealing with strings? (defaults is to 'autodetect')
  
  Since Version 1.1g

- **characterSetResults**
  Character set to tell the server to return results as.
  
  Since Version 3.0.13

- **connectionCollation**
  If set, tells the server to use this collation in SET NAMES charset COLLATE connectionCollation. Also overrides the characterEncoding with those corresponding to the character set of this collation.
  
  Since Version 3.0.13

### 3.5.3.4 Networking

- **socksProxyHost**
  Name or IP address of SOCKS host to connect through.
  
  Since Version 5.1.34
### Configuration Properties

- **socksProxyPort**
  Port of SOCKS server.
  
<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>1080</td>
<td>5.1.34</td>
</tr>
</tbody>
</table>

- **socketFactory**
  The name of the class that the driver should use for creating socket connections to the server. This class must implement the interface `com.mysql.cj.protocol.SocketFactory` and have public no-args constructor.
  
<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
</table>

- **connectTimeout**
  Timeout for socket connect (in milliseconds), with 0 being no timeout. Only works on JDK-1.4 or newer. Defaults to '0'.
  
<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>3.0.1</td>
</tr>
</tbody>
</table>

- **socketTimeout**
  Timeout (in milliseconds) on network socket operations (0, the default means no timeout).
  
<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>3.0.1</td>
</tr>
</tbody>
</table>

- **dnsSrv**
  Should the driver use the given host name to lookup for DNS SRV records and use the resulting list of hosts in a multi-host failover connection? Note that a single host name and no port must be provided when this option is enabled.
  
<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>8.0.19</td>
</tr>
</tbody>
</table>

- **localSocketAddress**
  Hostname or IP address given to explicitly configure the interface that the driver will bind the client side of the TCP/IP connection to when connecting.
  
<table>
<thead>
<tr>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>5.0.5</td>
</tr>
</tbody>
</table>

- **maxAllowedPacket**
  Maximum allowed packet size to send to server. If not set, the value of system variable 'max_allowed_packet' will be used to initialize this upon connecting. This value will not take effect if set larger than the value of 'max_allowed_packet'. Also, due to an internal dependency with the property "blobSendChunkSize", this setting has a minimum value of "8203" if "useServerPrepStmts" is set to "true".
  
<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>65535</td>
<td>5.1.8</td>
</tr>
</tbody>
</table>
Configuration Properties

- **tcpKeepAlive**
  If connecting using TCP/IP, should the driver set SO_KEEPALIVE?
  
<table>
<thead>
<tr>
<th>Default Value</th>
<th>true</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.0.7</td>
</tr>
</tbody>
</table>

- **tcpNoDelay**
  If connecting using TCP/IP, should the driver set SO_TCP_NODELAY (disabling the Nagle Algorithm)?
  
<table>
<thead>
<tr>
<th>Default Value</th>
<th>true</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.0.7</td>
</tr>
</tbody>
</table>

- **tcpRcvBuf**
  If connecting using TCP/IP, should the driver set SO_RCV_BUF to the given value? The default value of '0', means use the platform default value for this property)
  
<table>
<thead>
<tr>
<th>Default Value</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.0.7</td>
</tr>
</tbody>
</table>

- **tcpSndBuf**
  If connecting using TCP/IP, should the driver set SO_SND_BUF to the given value? The default value of '0', means use the platform default value for this property)
  
<table>
<thead>
<tr>
<th>Default Value</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.0.7</td>
</tr>
</tbody>
</table>

- **tcpTrafficClass**
  If connecting using TCP/IP, should the driver set traffic class or type-of-service fields ?See the documentation for java.net.Socket.setTrafficClass() for more information.
  
<table>
<thead>
<tr>
<th>Default Value</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.0.7</td>
</tr>
</tbody>
</table>

- **useCompression**
  Use zlib compression when communicating with the server (true/false)?
  
<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>3.0.17</td>
</tr>
</tbody>
</table>

- **useUnbufferedInput**
  Don't use BufferedInputStream for reading data from the server
  
<table>
<thead>
<tr>
<th>Default Value</th>
<th>true</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>3.0.11</td>
</tr>
</tbody>
</table>

### 3.5.3.5 Security
Take measures to prevent exposure sensitive information in error messages and clear data structures holding sensitive data when possible? (defaults to ‘false’)

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>3.0.1</td>
</tr>
</tbody>
</table>

- **serverRSAPublicKeyFile**

File path to the server RSA public key file for sha256_password authentication. If not specified, the public key will be retrieved from the server.

| Since Version | 5.1.31 |

- **allowPublicKeyRetrieval**

Allows special handshake round-trip to get an RSA public key directly from server.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.1.31</td>
</tr>
</tbody>
</table>

- **sslMode**

By default, network connections are SSL encrypted; this property permits secure connections to be turned off, or a different levels of security to be chosen. The following values are allowed: "DISABLED" - Establish unencrypted connections; "PREFERRED" - (default) Establish encrypted connections if the server enabled them, otherwise fall back to unencrypted connections; "REQUIRED" - Establish secure connections if the server enabled them, fail otherwise; "VERIFY_CA" - Like "REQUIRED" but additionally verify the server TLS certificate against the configured Certificate Authority (CA) certificates; "VERIFY_IDENTITY" - Like "VERIFY_CA", but additionally verify that the server certificate matches the host to which the connection is attempted.

This property replaced the deprecated legacy properties "useSSL", "requireSSL", and "verifyServerCertificate", which are still accepted but translated into a value for "sslMode" if "sslMode" is not explicitly set: "useSSL=false" is translated to "sslMode=DISABLED"; {"useSSL=true", "requireSSL=false", "verifyServerCertificate=false"} is translated to "sslMode=REQUIRED"; {"useSSL=true", "requireSSL=true", "verifyServerCertificate=false"} is translated to "sslMode=VERIFY_CA". There is no equivalent legacy settings for "sslMode=VERIFY_IDENTITY". Note that, for ALL server versions, the default setting of "sslMode" is "PREFERRED", and it is equivalent to the legacy settings of "useSSL=true", "requireSSL=false", and "verifyServerCertificate=false", which are different from their default settings for Connector/J 8.0.12 and earlier in some situations. Applications that continue to use the legacy properties and rely on their old default settings should be reviewed.

The legacy properties are ignored if "sslMode" is set explicitly. If none of "sslMode" or "useSSL" is set explicitly, the default setting of "sslMode=REQUIRED" applies.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>PREFERRED</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>8.0.13</td>
</tr>
</tbody>
</table>
• **trustCertificateKeyStoreUrl**

URL for the trusted root certificates key store.

If not specified, the property 'fallbackToSystemTrustStore' determines if system-wide trust store is used.

<table>
<thead>
<tr>
<th>Since Version</th>
<th>5.1.0</th>
</tr>
</thead>
</table>

• **trustCertificateKeyStoreType**

Key store type for trusted root certificates.

NULL or empty means use the default, which is "JKS". Standard key store types supported by the JVM are "JKS" and "PKCS12", your environment may have more available depending on what security products are installed and available to the JVM.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>JKS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.1.0</td>
</tr>
</tbody>
</table>

• **trustCertificateKeyStorePassword**

Password for the trusted root certificates key store.

<table>
<thead>
<tr>
<th>Since Version</th>
<th>5.1.0</th>
</tr>
</thead>
</table>

• **fallbackToSystemTrustStore**

Whether the absence of setting a value for 'trustCertificateKeyStoreUrl' falls back to using the system-wide default trust store or one defined through the system properties 'javax.net.ssl.trustStore*'.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>true</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>8.0.22</td>
</tr>
</tbody>
</table>

• **clientCertificateKeyStoreUrl**

URL for the client certificate KeyStore

If not specified, the property 'fallbackToSystemKeyStore' determines if system-wide key store is used.

<table>
<thead>
<tr>
<th>Since Version</th>
<th>5.1.0</th>
</tr>
</thead>
</table>

• **clientCertificateKeyStoreType**

Key store type for client certificates.

NULL or empty means use the default, which is "JKS". Standard key store types supported by the JVM are "JKS" and "PKCS12", your environment may have more available depending on what security products are installed and available to the JVM.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>JKS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.1.0</td>
</tr>
</tbody>
</table>
### Configuration Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>clientCertificateKeyStorePassword</strong></td>
<td>Password for the client certificates key store.</td>
</tr>
<tr>
<td><strong>fallbackToSystemKeyStore</strong></td>
<td>Whether the absence of setting a value for 'clientCertificateKeyStoreUrl' falls back to using the system-wide key store defined through the system properties 'javax.net.ssl.keyStore'.</td>
</tr>
<tr>
<td><strong>enabledSSLCipherSuites</strong></td>
<td>If &quot;useSSL&quot; is set to &quot;true&quot;, overrides the cipher suites enabled for use on the underlying SSL sockets. This may be required when using external JSSE providers or to specify cipher suites compatible with both MySQL server and used JVM.</td>
</tr>
<tr>
<td><strong>enabledTLSProtocols</strong></td>
<td>If &quot;useSSL&quot; is set to &quot;true&quot;, overrides the TLS protocols enabled for use on the underlying SSL sockets. This may be used to restrict connections to specific TLS versions.</td>
</tr>
<tr>
<td><strong>allowLoadLocalInfile</strong></td>
<td>Should the driver allow use of &quot;LOAD DATA LOCAL INFILE ...&quot;?</td>
</tr>
<tr>
<td><strong>allowLoadLocalInfileInPath</strong></td>
<td>Enables &quot;LOAD DATA LOCAL INFILE ...&quot; statements, but only allows loading files from the specified path. Files within sub-directories are also allowed, but relative paths or symlinks that fall outside this path are forbidden.</td>
</tr>
<tr>
<td><strong>allowMultiQueries</strong></td>
<td>Allow the use of ';' to delimit multiple queries during one statement (true/false). Default is 'false', and it does not affect the addBatch() and executeBatch() methods, which rely on rewriteBatchStatements instead.</td>
</tr>
<tr>
<td><strong>allowUrlInLocalInfile</strong></td>
<td>Should the driver allow URLs in &quot;LOAD DATA LOCAL INFILE ...&quot; statements?</td>
</tr>
</tbody>
</table>

**Default Value**
- true
- false

**Since Version**
- 5.1.0
- 8.0.22
- 5.1.35
- 8.0.8
- 3.0.3
- 8.0.22
- 3.1.1
- 

---

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Configuration Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>requireSSL</td>
<td>false</td>
<td>3.1.4</td>
</tr>
</tbody>
</table>

**requireSSL**

For 8.0.12 and earlier: Require server support of SSL connection if useSSL=true? (defaults to 'false').

For 8.0.13 and later: DEPRECATED. See sslMode property description for details.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>3.1.0</td>
</tr>
</tbody>
</table>

**useSSL**

For 8.0.12 and earlier: Use SSL when communicating with the server (true/false), default is 'true' when connecting to MySQL 5.5.45+, 5.6.26+ or 5.7.6+, otherwise default is 'false'.

For 8.0.13 and later: Default is 'true'. DEPRECATED. See sslMode property description for details.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>true</td>
<td>3.0.2</td>
</tr>
</tbody>
</table>

**verifyServerCertificate**

For 8.0.12 and earlier: If "useSSL" is set to "true", should the driver verify the server's certificate? When using this feature, the key store parameters should be specified by the "clientCertificateKeyStore" properties, rather than system properties. Default is 'false' when connecting to MySQL 5.5.45+, 5.6.26+ or 5.7.6+ and "useSSL" was not explicitly set to "true". Otherwise default is 'true'.

For 8.0.13 and later: Default is 'false'. DEPRECATED. See sslMode property description for details.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>5.1.6</td>
</tr>
</tbody>
</table>

3.5.3.6 Statements

**cacheDefaultTimeZone**

Caches clients default time zone. This results in better performance when dealing with time zone conversions in Date and Time data types, however it wont be aware of time zone changes if they happen at runtime.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>true</td>
<td>8.0.20</td>
</tr>
</tbody>
</table>

**continueBatchOnError**

Should the driver continue processing batch commands if one statement fails. The JDBC spec allows either way (defaults to 'true').

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>true</td>
<td>3.0.3</td>
</tr>
</tbody>
</table>

**dontTrackOpenResources**
Configuration Properties

The JDBC specification requires the driver to automatically track and close resources, however if your application doesn't do a good job of explicitly calling close() on statements or result sets, this can cause memory leakage. Setting this property to true relaxes this constraint, and can be more memory efficient for some applications. Also the automatic closing of the Statement and current ResultSet in Statement.closeOnCompletion() and Statement.getMoreResults ([Statement.CLOSE_CURRENT_RESULT | Statement.CLOSE_ALL_RESULTS]), respectively, ceases to happen. This property automatically sets holdResultsOpenOverStatementClose=true.

Default Value | false
Since Version | 3.1.7

- **queryInterceptors**
  
  A comma-delimited list of classes that implement "com.mysql.cj.interceptors.QueryInterceptor" that should be placed "in between" query execution to influence the results. QueryInterceptors are "chainable", the results returned by the "current" interceptor will be passed on to the next in in the chain, from left-to-right order, as specified in this property.

  Since Version | 8.0.7

- **queryTimeoutKillsConnection**
  
  If the timeout given in Statement.setQueryTimeout() expires, should the driver forcibly abort the Connection instead of attempting to abort the query?

  Default Value | false
  Since Version | 5.1.9

3.5.3.7 Prepared Statements

- **allowNanAndInf**
  
  Should the driver allow NaN or +/- INF values in PreparedStatement.setDouble()?

  Default Value | false
  Since Version | 3.1.5

- **autoClosePStmtStreams**
  
  Should the driver automatically call .close() on streams/readers passed as arguments via set*() methods?

  Default Value | false
  Since Version | 3.1.12

- **compensateOnDuplicateKeyUpdateCounts**
  
  Should the driver compensate for the update counts of "ON DUPLICATE KEY" INSERT statements (2 = 1, 0 = 1) when using prepared statements?

  Default Value | false
  Since Version | 5.1.7

- **emulateUnsupportedPstmts**
  
  Should the driver detect prepared statements that are not supported by the server, and replace them with client-side emulated versions?
## Configuration Properties

<table>
<thead>
<tr>
<th>Configuration Property</th>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>generateSimpleParameterMetadata</td>
<td>true</td>
<td>3.1.7</td>
</tr>
</tbody>
</table>

Should the driver generate simplified parameter metadata for PreparedStatements when no metadata is available either because the server couldn't support preparing the statement, or server-side prepared statements are disabled?

| Default Value | false          | Since Version | 5.0.5         |

## processEscapeCodesForPrepStmts

Should the driver process escape codes in queries that are prepared? Default escape processing behavior in non-prepared statements must be defined with the property 'enableEscapeProcessing'.

| Default Value | true          | Since Version | 3.1.12         |

## useServerPrepStmts

Use server-side prepared statements if the server supports them?

| Default Value | false          | Since Version | 3.1.0          |

## useStreamLengthsInPrepStmts

Honor stream length parameter in PreparedStatement/ResultSet.setXXXStream() method calls (true/false, defaults to ‘true’)?

| Default Value | true          | Since Version | 3.0.2          |

### 3.5.3.8 Result Sets

#### clobberStreamingResults

This will cause a ‘streaming’ ResultSet to be automatically closed, and any outstanding data still streaming from the server to be discarded if another query is executed before all the data has been read from the server.

| Default Value | false          | Since Version | 3.0.9          |

#### emptyStringsConvertToZero

Should the driver allow conversions from empty string fields to numeric values of ‘0’?

| Default Value | true          | Since Version | 3.1.8          |

#### holdResultsOpenOverStatementClose

Should the driver close result sets on Statement.close() as required by the JDBC specification?
### Configuration Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>jdbcCompliantTruncation</td>
<td>true</td>
<td>3.1.2</td>
</tr>
<tr>
<td>Should the driver throw java.sql.DataTruncation exceptions when data is truncated as is required by the JDBC specification when connected to a server that supports warnings (MySQL 4.1.0 and newer)? This property has no effect if the server sql-mode includes STRICT_TRANS_TABLES.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>maxRows</td>
<td>-1</td>
<td>all versions</td>
</tr>
<tr>
<td>The maximum number of rows to return (0, the default means return all rows).</td>
<td></td>
<td></td>
</tr>
<tr>
<td>netTimeoutForStreamingResults</td>
<td>600</td>
<td>5.1.0</td>
</tr>
<tr>
<td>What value should the driver automatically set the server setting 'net_write_timeout' to when the streaming result sets feature is in use? (value has unit of seconds, the value '0' means the driver will not try and adjust this value)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>padCharsWithSpace</td>
<td>false</td>
<td>5.0.6</td>
</tr>
<tr>
<td>If a result set column has the CHAR type and the value does not fill the amount of characters specified in the DDL for the column, should the driver pad the remaining characters with space (for ANSI compliance)?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>populateInsertRowWithDefaultValues</td>
<td>false</td>
<td>5.0.5</td>
</tr>
<tr>
<td>When using ResultSets that are CONCUR_UPDATABLE, should the driver pre-populate the &quot;insert&quot; row with default values from the DDL for the table used in the query so those values are immediately available for ResultSet accessors? This functionality requires a call to the database for metadata each time a result set of this type is created. If disabled (the default), the default values will be populated by the an internal call to refreshRow() which pulls back default values and/or values changed by triggers.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>strictUpdates</td>
<td>true</td>
<td>3.0.4</td>
</tr>
<tr>
<td>Should the driver do strict checking (all primary keys selected) of updatable result sets (true, false, defaults to ‘true’)?</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
• **tinyIntIsBit**

Should the driver treat the datatype TINYINT(1) as the BIT type (because the server silently converts BIT -> TINYINT(1) when creating tables)?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>true</td>
<td>3.0.16</td>
</tr>
</tbody>
</table>

• **transformedBitIsBoolean**

If the driver converts TINYINT(1) to a different type, should it use BOOLEAN instead of BIT for future compatibility with MySQL-5.0, as MySQL-5.0 has a BIT type?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>3.1.9</td>
</tr>
</tbody>
</table>

### 3.5.3.9 Metadata

• **getProceduresReturnsFunctions**

Pre-JDBC4 DatabaseMetaData API has only the getProcedures() and getProcedureColumns() methods, so they return metadata info for both stored procedures and functions. JDBC4 was extended with the getFunctions() and getFunctionColumns() methods and the expected behaviours of previous methods are not well defined. For JDBC4 and higher, default 'true' value of the option means that calls of DatabaseMetaData.getProcedures() and DatabaseMetaData.getProcedureColumns() return metadata for both procedures and functions as before, keeping backward compatibility. Setting this property to 'false' decouples Connector/J from its pre-JDBC4 behaviours for DatabaseMetaData.getProcedures() and DatabaseMetaData.getProcedureColumns(), forcing them to return metadata for procedures only.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>true</td>
<td>5.1.26</td>
</tr>
</tbody>
</table>

• **noAccessToProcedureBodies**

When determining procedure parameter types for CallableStatements, and the connected user can't access procedure bodies through "SHOW CREATE PROCEDURE" or select on mysql.proc should the driver instead create basic metadata (all parameters reported as INOUT VARCHARs) instead of throwing an exception?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>5.0.3</td>
</tr>
</tbody>
</table>

• **nullDatabaseMeansCurrent**

When DatabaseMetadata methods ask for a 'catalog' or 'schema' parameter, does the value null mean use the current database? See also property 'databaseTerm'.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>3.1.8</td>
</tr>
</tbody>
</table>

• **useHostsInPrivileges**

Add '@hostname' to users in DatabaseMetaData.getColumns/TablePrivileges() (true/false), defaults to 'true'.

<table>
<thead>
<tr>
<th>Default Value</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>true</td>
<td></td>
</tr>
</tbody>
</table>
### Configuration Properties

<table>
<thead>
<tr>
<th>Since Version</th>
<th>3.0.2</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>useInformationSchema</strong></td>
<td></td>
</tr>
<tr>
<td>Should the driver use the INFORMATION_SCHEMA to derive information used by DatabaseMetaData? Default is 'true' when connecting to MySQL 8.0.3+, otherwise default is ‘false’.</td>
<td></td>
</tr>
<tr>
<td>Default Value</td>
<td>false</td>
</tr>
<tr>
<td>Since Version</td>
<td>5.0.0</td>
</tr>
</tbody>
</table>

#### 3.5.3.10 BLOB/CLOB processing

- **autoDeserialize**
  
  Should the driver automatically detect and de-serialize objects stored in BLOB fields?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>3.1.5</td>
</tr>
</tbody>
</table>

- **blobSendChunkSize**
  
  Chunk size to use when sending BLOB/CLOBs via ServerPreparedStatements. Note that this value cannot exceed the value of "maxAllowedPacket" and, if that is the case, then this value will be corrected automatically.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>1048576</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>3.1.9</td>
</tr>
</tbody>
</table>

- **blobsAreStrings**
  
  Should the driver always treat BLOBs as Strings - specifically to work around dubious metadata returned by the server for GROUP BY clauses?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.0.8</td>
</tr>
</tbody>
</table>

- **clobCharacterEncoding**
  
  The character encoding to use for sending and retrieving TEXT, MEDIUMTEXT and LONGTEXT values instead of the configured connection characterEncoding

  | Since Version | 5.0.0 |

- **emulateLocators**
  
  Should the driver emulate java.sql.Blobs with locators? With this feature enabled, the driver will delay loading the actual Blob data until the one of the retrieval methods (getInputStream(), getBytes(), and so forth) on the blob data stream has been accessed. For this to work, you must use a column alias with the value of the column to the actual name of the Blob. The feature also has the following restrictions: The SELECT that created the result set must reference only one table, the table must have a primary key; the SELECT must alias the original blob column name, specified as a string, to an alternate name; the SELECT must cover all columns that make up the primary key.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>3.1.0</td>
</tr>
</tbody>
</table>

- **functionsNeverReturnBlobs**
Should the driver always treat data from functions returning BLOBs as Strings - specifically to work around dubious metadata returned by the server for GROUP BY clauses?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.0.8</td>
</tr>
</tbody>
</table>

- **locatorFetchBufferSize**

  If 'emulateLocators' is configured to 'true', what size buffer should be used when fetching BLOB data for getBinaryInputStream?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>1048576</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>3.2.1</td>
</tr>
</tbody>
</table>

### 3.5.3.11 Datetime types processing

- **connectionTimeZone**

  Configures the connection time zone which is used by Connector/J if conversion between the JVM default and a target time zone is needed when preserving instant temporal values.

  Accepts a geographic time zone name or a time zone offset from Greenwich/UTC, using a syntax 'java.time.ZoneId' is able to parse, or one of the two logical values "LOCAL" and "SERVER". Default is "LOCAL". If set to an explicit time zone then it must be one that either the JVM or both the JVM and MySQL support. If set to "LOCAL" then the driver assumes that the connection time zone is the same as the JVM default time zone. If set to "SERVER" then the driver attempts to detect the session time zone from the values configured on the MySQL server session variables 'time_zone' or 'system_time_zone'. The time zone detection and subsequent mapping to a Java time zone may fail due to several reasons, mostly because of time zone abbreviations being used, in which case an explicit time zone must be set or a different time zone must be configured on the server.

  This option itself does not set MySQL server session variable 'time_zone' to the given value. To do that the 'forceConnectionTimeZoneToSession' connection option must be set to "true".

  Please note that setting a value to 'connectionTimeZone' in conjunction with 'forceConnectionTimeZoneToSession=false' and 'preserveInstants=false' has no effect since, in this case, neither this option is used to change the session time zone nor used for time zone conversions of time-based data.

  Former connection option 'serverTimezone' is still valid as an alias of this one but may be deprecated in the future.

  See also 'forceConnectionTimeZoneToSession' and 'preserveInstants' for more details.

| Since Version  | 3.0.2 |

- **forceConnectionTimeZoneToSession**

  If enabled, sets the time zone value determined by 'connectionTimeZone' connection property to the current server session 'time_zone' variable. If the time zone value is given as a geographical time zone, then Connector/J sets this value as-is in the server session, in which case the time zone system tables must be populated beforehand (consult the MySQL Server documentation for further details); but, if the value is given as an offset from Greenwich/UTC in any of the supported syntaxes, then the server session time zone is set as a numeric offset from UTC.

  With that no intermediate conversion between JVM default time zone and connection time zone is needed to store correct milliseconds value of instant Java objects such as java.sql.Timestamp or java.time.OffsetDateTime when stored in TIMESTAMP columns.
Configuration Properties

Note that it also affects the result of MySQL functions such as 'NOW()', 'CURTIME()' or 'CURDATE()'.

This option has no effect if used in conjunction with 'connectionTimeZone=SERVER' since, in this case, the session is already set with the required time zone.

See also 'connectionTimeZone' and 'preserveInstants' for more details.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>8.0.23</td>
</tr>
</tbody>
</table>

• noDatetimeStringSync

Don't ensure that ResultSet.getDatetimeType().toString().equals(ResultSet.getString())

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>3.1.7</td>
</tr>
</tbody>
</table>

• preserveInstants

If enabled, Connector/J does its best to preserve the instant point on the time-line for Java instant-based objects such as java.sql.Timestamp or java.time.OffsetDateTime instead of their original visual form. Otherwise, the driver always uses the JVM default time zone for rendering the values it sends to the server and for constructing the Java objects from the fetched data.

MySQL uses implied time zone conversion for TIMESTAMP values: they are converted from the session time zone to UTC for storage, and back from UTC to the session time zone for retrieval. So, to store the correct correct UTC value internally, the driver converts the value from the original time zone to the session time zone before sending to the server. On retrieval, Connector/J converts the received value from the session time zone to the JVM default one.

When storing, the conversion is performed only if the target SQLType, either the explicit one or the default one, is TIMESTAMP. When retrieving, the conversion is performed only if the source column has the TIMESTAMP, DATETIME or character type and the target class is an instant-based one, like java.sql.Timestamp or java.time.OffsetDateTime.

Note that this option has no effect if used in conjunction with 'connectionTimeZone=LOCAL' since, in this case, the source and target time zones are the same. Though, in this case, its still possible to store a correct instant value if set 'forceConnectionTimeZoneToSession=true'.

See also 'connectionTimeZone' and 'forceConnectionTimeZoneToSession' for more details.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>true</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>8.0.23</td>
</tr>
</tbody>
</table>

• sendFractionalSeconds

If set to "false", the fractional seconds will always be truncated before sending any data to the server. This option applies only to prepared statements, callable statements or updatable result sets.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>true</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.1.37</td>
</tr>
</tbody>
</table>

• sendFractionalSecondsForTime

If set to "false", the fractional seconds of java.sql.Time will be ignored as required by JDBC specification. If set to "true", its value is rendered with fractional seconds allowing to store
milliseconds into MySQL TIME column. This option applies only to prepared statements, callable statements or updatable result sets. It has no effect if sendFractionalSeconds=false.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>true</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>8.0.23</td>
</tr>
</tbody>
</table>

- **treatUtilDateAsTimestamp**

Should the driver treat java.util.Date as a TIMESTAMP for the purposes of PreparedStatement.setObject()?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>true</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.0.5</td>
</tr>
</tbody>
</table>

- **yearIsDateType**

Should the JDBC driver treat the MySQL type "YEAR" as a java.sql.Date, or as a SHORT?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>true</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>3.1.9</td>
</tr>
</tbody>
</table>

- **zeroDateTimeBehavior**

What should happen when the driver encounters DATETIME values that are composed entirely of zeros (used by MySQL to represent invalid dates)? Valid values are "EXCEPTION", "ROUND" and "CONVERT_TO_NULL".

<table>
<thead>
<tr>
<th>Default Value</th>
<th>EXCEPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>3.1.4</td>
</tr>
</tbody>
</table>

### 3.5.3.12 High Availability and Clustering

- **autoReconnect**

Should the driver try to re-establish stale and/or dead connections? If enabled the driver will throw an exception for a queries issued on a stale or dead connection, which belong to the current transaction, but will attempt reconnect before the next query issued on the connection in a new transaction. The use of this feature is not recommended, because it has side effects related to session state and data consistency when applications don’t handle SQLExceptions properly, and is only designed to be used when you are unable to configure your application to handle SQLExceptions resulting from dead and stale connections properly. Alternatively, as a last option, investigate setting the MySQL server variable "wait_timeout" to a high value, rather than the default of 8 hours.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>1.1</td>
</tr>
</tbody>
</table>

- **autoReconnectForPools**

Use a reconnection strategy appropriate for connection pools (defaults to 'false')

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>3.1.3</td>
</tr>
</tbody>
</table>

- **failOverReadOnly**

When failing over in autoReconnect mode, should the connection be set to 'read-only'?
### Configuration Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>maxReconnects</td>
<td>true</td>
<td>3.0.12</td>
</tr>
<tr>
<td>Default Value</td>
<td>3</td>
<td>1.1</td>
</tr>
</tbody>
</table>

#### maxReconnects

Maximum number of reconnects to attempt if autoReconnect is true, default is '3'.

#### reconnectAtTxEnd

If autoReconnect is set to true, should the driver attempt reconnections at the end of every transaction?

Default Value: false
Since Version: 3.0.10

#### retriesAllDown

When using loadbalancing or failover, the number of times the driver should cycle through available hosts, attempting to connect. Between cycles, the driver will pause for 250ms if no servers are available.

Default Value: 120
Since Version: 5.1.6

#### initialTimeout

If autoReconnect is enabled, the initial time to wait between re-connect attempts (in seconds, defaults to '2').

Default Value: 2
Since Version: 1.1

#### queriesBeforeRetrySource

Number of queries to issue before falling back to the primary host when failed over (when using multi-host failover). Whichever condition is met first, 'queriesBeforeRetrySource' or 'secondsBeforeRetrySource' will cause an attempt to be made to reconnect to the primary host. Setting both properties to 0 disables the automatic fall back to the primary host at transaction boundaries. Defaults to 50.

Default Value: 50
Since Version: 3.0.2

#### secondsBeforeRetrySource

How long should the driver wait, when failed over, before attempting to reconnect to the primary host? Whichever condition is met first, 'queriesBeforeRetrySource' or 'secondsBeforeRetrySource' will cause an attempt to be made to reconnect to the source host. Setting both properties to 0 disables the automatic fall back to the primary host at transaction boundaries. Time in seconds, defaults to 30.

Default Value: 30
Since Version: 3.0.2
• **allowReplicaDownConnections**

By default, a replication-aware connection will fail to connect when configured replica hosts are all unavailable at initial connection. Setting this property to 'true' allows to establish the initial connection. It won't prevent failures when switching to replicas i.e. by setting the replication connection to read-only state. The property 'readFromSourceWhenNoReplicas' should be used for this purpose.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>6.0.2</td>
</tr>
</tbody>
</table>

• **allowSourceDownConnections**

By default, a replication-aware connection will fail to connect when configured source hosts are all unavailable at initial connection. Setting this property to 'true' allows to establish the initial connection, by failing over to the replica servers, in read-only state. It won't prevent subsequent failures when switching back to the source hosts i.e. by setting the replication connection to read/write state.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.1.27</td>
</tr>
</tbody>
</table>

• **ha.enableJMX**

Enables JMX-based management of load-balanced connection groups, including live addition/removal of hosts from load-balancing pool. Enables JMX-based management of replication connection groups, including live replica promotion, addition of new replicas and removal of source or replica hosts from load-balanced source and replica connection pools.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.1.27</td>
</tr>
</tbody>
</table>

• **loadBalanceHostRemovalGracePeriod**

Sets the grace period to wait for a host being removed from a load-balanced connection, to be released when it is currently the active host.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>15000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>6.0.3</td>
</tr>
</tbody>
</table>

• **readFromSourceWhenNoReplicas**

Replication-aware connections distribute load by using the source hosts when in read/write state and by using the replica hosts when in read-only state. If, when setting the connection to read-only state, none of the replica hosts are available, an SQLException is thrown back. Setting this property to 'true' allows to fail over to the source hosts, while setting the connection state to read-only, when no replica hosts are available at switch instant.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>6.0.2</td>
</tr>
</tbody>
</table>
• **selfDestructOnPingMaxOperations**

If set to a non-zero value, the driver will report close the connection and report failure when `Connection.ping()` or `Connection.isValid(int)` is called if the connection's count of commands sent to the server exceeds this value.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.1.6</td>
</tr>
</tbody>
</table>

• **selfDestructOnPingSecondsLifetime**

If set to a non-zero value, the driver will close the connection and report failure when `Connection.ping()` or `Connection.isValid(int)` is called if the connection's lifetime exceeds this value (in milliseconds).

<table>
<thead>
<tr>
<th>Default Value</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.1.6</td>
</tr>
</tbody>
</table>

• **ha.loadBalanceStrategy**

If using a load-balanced connection to connect to SQL nodes in a MySQL Cluster/NDB configuration (by using the URL prefix "jdbc:mysql:loadbalance://"), which load balancing algorithm should the driver use: 

1. "random" - the driver will pick a random host for each request. This tends to work better than round-robin, as the randomness will somewhat account for spreading loads where requests vary in response time, while round-robin can sometimes lead to overloaded nodes if there are variations in response times across the workload. 
2. "bestResponseTime" - the driver will route the request to the host that had the best response time for the previous transaction. 
3. "serverAffinity" - the driver initially attempts to enforce server affinity while still respecting and benefiting from the fault tolerance aspects of the load-balancing implementation. The server affinity ordered list is provided using the property 'serverAffinityOrder'. If none of the servers listed in the affinity list is responsive, the driver then refers to the "random" strategy to proceed with choosing the next server.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>random</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.0.6</td>
</tr>
</tbody>
</table>

• **loadBalanceAutoCommitStatementRegex**

When load-balancing is enabled for auto-commit statements (via `loadBalanceAutoCommitStatementThreshold`), the statement counter will only increment when the SQL matches the regular expression. By default, every statement issued matches.

| Since Version | 5.1.15 |

• **loadBalanceAutoCommitStatementThreshold**

When auto-commit is enabled, the number of statements which should be executed before triggering load-balancing to rebalance. Default value of 0 causes load-balanced connections to only rebalance when exceptions are encountered, or auto-commit is disabled and transactions are explicitly committed or rolled back.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.1.15</td>
</tr>
</tbody>
</table>

• **loadBalanceBlocklistTimeout**

Time in milliseconds between checks of servers which are unavailable, by controlling how long a server lives in the global blocklist.
### Configuration Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>loadBalanceConnectionGroup</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Logical group of load-balanced connections within a classloader, used to manage different groups independently. If not specified, live management of load-balanced connections is disabled.</td>
<td></td>
<td>5.1.0</td>
</tr>
<tr>
<td><code>loadBalanceExceptionChecker</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fully-qualified class name of custom exception checker. The class must implement com.mysql.cj.jdbc.ha.LoadBalanceExceptionChecker interface, and is used to inspect SQLExceptions and determine whether they should trigger fail-over to another host in a load-balanced deployment.</td>
<td><a href="https://dev.mysql.com/doc/">com.mysql.cj.jdbc.ha.StandardLoadBalanceExceptionChecker</a></td>
<td>5.1.13</td>
</tr>
<tr>
<td><code>loadBalancePingTimeout</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Time in milliseconds to wait for ping response from each of load-balanced physical connections when using load-balanced Connection.</td>
<td>0</td>
<td>5.1.13</td>
</tr>
<tr>
<td><code>loadBalanceSQLExceptionSubclassFailover</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Comma-delimited list of classes/interfaces used by default load-balanced exception checker to determine whether a given SQLException should trigger failover. The comparison is done using Class.isInstance(SQLException) using the thrown SQLException.</td>
<td></td>
<td>5.1.13</td>
</tr>
<tr>
<td><code>loadBalanceSQLStateFailover</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Comma-delimited list of SQLState codes used by default load-balanced exception checker to determine whether a given SQLException should trigger failover. The SQLState of a given SQLException is evaluated to determine whether it begins with any value in the comma-delimited list.</td>
<td></td>
<td>5.1.13</td>
</tr>
<tr>
<td><code>loadBalanceValidateConnectionOnSwapServer</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Should the load-balanced Connection explicitly check whether the connection is live when swapping to a new physical connection at commit/rollback?</td>
<td>false</td>
<td>5.1.13</td>
</tr>
<tr>
<td><code>pinGlobalTxToPhysicalConnection</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>When using XAConnections, should the driver ensure that operations on a given XID are always routed to the same physical connection? This allows the XAConnection to support &quot;XA START ... JOIN&quot; after &quot;XA END&quot; has been called</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### Configuration Properties

<table>
<thead>
<tr>
<th>Configuration Property</th>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>replicationConnectionGroup</td>
<td>false</td>
<td>5.0.1</td>
</tr>
<tr>
<td>resourceId</td>
<td></td>
<td></td>
</tr>
<tr>
<td>serverAffinityOrder</td>
<td></td>
<td></td>
</tr>
<tr>
<td>callableStmtCacheSize</td>
<td>100</td>
<td>3.1.2</td>
</tr>
<tr>
<td>metadataCacheSize</td>
<td>50</td>
<td>3.1.1</td>
</tr>
<tr>
<td>useLocalSessionState</td>
<td>false</td>
<td>3.1.7</td>
</tr>
<tr>
<td>useLocalTransactionState</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### replicationConnectionGroup

Logical group of replication connections within a classloader, used to manage different groups independently. If not specified, live management of replication connections is disabled.

Since Version 8.0.7

#### resourceId

A globally unique name that identifies the resource that this datasource or connection is connected to, used for XAResource.isSameRM() when the driver can't determine this value based on hostnames used in the URL.

Since Version 5.0.1

#### serverAffinityOrder

A comma separated list containing the host/port pairs that are to be used in load-balancing "serverAffinity" strategy. Only the sub-set of the hosts enumerated in the main hosts section in this URL will be used and they must be identical in case and type, i.e., can’t use an IP address in one place and the corresponding host name in the other.

Since Version 8.0.8

#### 3.5.3.13 Performance Extensions

- **callableStmtCacheSize**

  If 'cacheCallableStmts' is enabled, how many callable statements should be cached?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>3.1.2</td>
</tr>
</tbody>
</table>

- **metadataCacheSize**

  The number of queries to cache ResultSetMetadata for if cacheResultSetMetaData is set to 'true' (default 50)

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>50</td>
<td>3.1.1</td>
</tr>
</tbody>
</table>

- **useLocalSessionState**

  Should the driver refer to the internal values of autocommit and transaction isolation that are set by Connection.setAutoCommit() and Connection.setTransactionIsolation() and transaction state as maintained by the protocol, rather than querying the database or blindly sending commands to the database for commit() or rollback() method calls?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>3.1.7</td>
</tr>
</tbody>
</table>
## Configuration Properties

Should the driver use the in-transaction state provided by the MySQL protocol to determine if a commit() or rollback() should actually be sent to the database?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>5.1.7</td>
</tr>
</tbody>
</table>

- **prepStmtCacheSize**

  If prepared statement caching is enabled, how many prepared statements should be cached?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>25</td>
<td>3.0.10</td>
</tr>
</tbody>
</table>

- **prepStmtCacheSqlLimit**

  If prepared statement caching is enabled, what’s the largest SQL the driver will cache the parsing for?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>256</td>
<td>3.0.10</td>
</tr>
</tbody>
</table>

- **parseInfoCacheFactory**

  Name of a class implementing com.mysql.cj.CacheAdapterFactory, which will be used to create caches for the parsed representation of client-side prepared statements.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>com.mysql.cj.PerConnectionLRUFactory</td>
<td>5.1.1</td>
</tr>
</tbody>
</table>

- **serverConfigCacheFactory**

  Name of a class implementing com.mysql.cj.CacheAdapterFactory<String, Map<String, String>>, which will be used to create caches for MySQL server configuration values.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>com.mysql.cj.util.PerVmServerConfigCacheFactory</td>
<td>5.1.1</td>
</tr>
</tbody>
</table>

- **alwaysSendSetIsolation**

  Should the driver always communicate with the database when Connection.setTransactionIsolation() is called? If set to false, the driver will only communicate with the database when the requested transaction isolation is different than the whichever is newer, the last value that was set via Connection.setTransactionIsolation(), or the value that was read from the server when the connection was established. Note that useLocalSessionState=true will force the same behavior as alwaysSendSetIsolation=false, regardless of how alwaysSendSetIsolation is set.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>true</td>
<td>3.1.7</td>
</tr>
</tbody>
</table>

- **maintainTimeStats**

  Should the driver maintain various internal timers to enable idle time calculations as well as more verbose error messages when the connection to the server fails? Setting this property to false removes at least two calls to System.currentTimeMillis() per query.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>true</td>
<td></td>
</tr>
</tbody>
</table>
## Configuration Properties

<table>
<thead>
<tr>
<th>Configuration</th>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>useCursorFetch</strong></td>
<td>false</td>
<td>3.1.9</td>
</tr>
<tr>
<td>Should the driver use cursor-based fetching to retrieve rows? If set to &quot;true&quot; and &quot;defaultFetchSize&quot; &gt; 0 (or setFetchSize() &gt; 0 is called on a statement) then the cursor-based result set will be used. Please note that &quot;useServerPrepStmts&quot; is automatically set to &quot;true&quot; in this case because cursor functionality is available only for server-side prepared statements.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>cacheCallableStmts</strong></td>
<td>false</td>
<td>5.0.0</td>
</tr>
<tr>
<td>Should the driver cache the parsing stage of CallableStatements</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>cachePrepStmts</strong></td>
<td>false</td>
<td>3.1.2</td>
</tr>
<tr>
<td>Should the driver cache the parsing stage of PreparedStatements of client-side prepared statements, the &quot;check&quot; for suitability of server-side prepared and server-side prepared statements themselves?</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>cacheResultSetMetadata</strong></td>
<td>false</td>
<td>3.0.10</td>
</tr>
<tr>
<td>Should the driver cache ResultSetMetaData for Statements and PreparedStatements? (Req. JDK-1.4+, true/false, default 'false')</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>cacheServerConfiguration</strong></td>
<td>false</td>
<td>3.1.1</td>
</tr>
<tr>
<td>Should the driver cache the results of 'SHOW VARIABLES' and 'SHOW COLLATION' on a per-URL basis?</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>defaultFetchSize</strong></td>
<td>0</td>
<td>3.1.9</td>
</tr>
<tr>
<td>The driver will call setFetchSize(n) with this value on all newly-created Statements</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>dontCheckOnDuplicateKeyUpdateInSQL</strong></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
| Stops checking if every INSERT statement contains the "ON DUPLICATE KEY UPDATE" clause. As a side effect, obtaining the statement's generated keys information will return a list where normally it
wouldn't. Also be aware that, in this case, the list of generated keys returned may not be accurate. The effect of this property is canceled if set simultaneously with 'rewriteBatchedStatements=true'.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>5.1.32</td>
</tr>
</tbody>
</table>

- **elideSetAutoCommits**

  If using MySQL-4.1 or newer, should the driver only issue 'set autocommit=n' queries when the server's state doesn't match the requested state by Connection.setAutoCommit(boolean)?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>3.1.3</td>
</tr>
</tbody>
</table>

- **enableEscapeProcessing**

  Sets the default escape processing behavior for Statement objects. The method Statement.setEscapeProcessing() can be used to specify the escape processing behavior for an individual Statement object. Default escape processing behavior in prepared statements must be defined with the property 'processEscapeCodesForPrepStmts'.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>true</td>
<td>6.0.1</td>
</tr>
</tbody>
</table>

- **enableQueryTimeouts**

  When enabled, query timeouts set via Statement.setQueryTimeout() use a shared java.util.Timer instance for scheduling. Even if the timeout doesn't expire before the query is processed, there will be memory used by the TimerTask for the given timeout which won't be reclaimed until the time the timeout would have expired if it hadn't been cancelled by the driver. High-load environments might want to consider disabling this functionality.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>true</td>
<td>5.0.6</td>
</tr>
</tbody>
</table>

- **largeRowSizeThreshold**

  What size result set row should the JDBC driver consider "large", and thus use a more memory-efficient way of representing the row internally?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>2048</td>
<td>5.1.1</td>
</tr>
</tbody>
</table>

- **readOnlyPropagatesToServer**

  Should the driver issue appropriate statements to implicitly set the transaction access mode on server side when Connection.setReadOnly() is called? Setting this property to 'true' enables InnoDB read-only potential optimizations but also requires an extra roundtrip to set the right transaction state. Even if this property is set to 'false', the driver will do its best effort to prevent the execution of database-state-changing queries. Requires minimum of MySQL 5.6.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>true</td>
<td>5.1.35</td>
</tr>
</tbody>
</table>
### Configuration Properties

**• rewriteBatchedStatements**

Should the driver use multiqueries (regardless of the setting of "allowMultiQueries") as well as rewriting of prepared statements for INSERT into multi-value inserts when `executeBatch()` is called? Notice that this has the potential for SQL injection if using plain `java.sql.Statements` and your code doesn’t sanitize input correctly. Notice that for prepared statements, server-side prepared statements can not currently take advantage of this rewrite option, and that if you don’t specify stream lengths when using `PreparedStatement.set*Stream()`, the driver won’t be able to determine the optimum number of parameters per batch and you might receive an error from the driver that the resultant packet is too large. `Statement.getGeneratedKeys()` for these rewritten statements only works when the entire batch includes `INSERT` statements. Please be aware using `rewriteBatchedStatements=true` with `INSERT .. ON DUPLICATE KEY UPDATE` that for rewritten statement server returns only one value as sum of all affected (or found) rows in batch and it isn’t possible to map it correctly to initial statements; in this case driver returns 0 as a result of each batch statement if total count was 0, and the `Statement.SUCCESS_NO_INFO` as a result of each batch statement if total count was > 0.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>3.1.13</td>
</tr>
</tbody>
</table>

**• useReadAheadInput**

Use newer, optimized non-blocking, buffered input stream when reading from the server?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>true</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>3.1.5</td>
</tr>
</tbody>
</table>

#### 3.5.3.14 Debugging/Profiling

**• logger**

The name of a class that implements "com.mysql.cj.log.Log" that will be used to log messages to. (default is "com.mysql.cj.log.StandardLogger", which logs to STDERR)

<table>
<thead>
<tr>
<th>Default Value</th>
<th>com.mysql.cj.log.StandardLogger</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>3.1.1</td>
</tr>
</tbody>
</table>

**• profilerEventHandler**

Name of a class that implements the interface `com.mysql.cj.log.ProfilerEventHandler` that will be used to handle profiling/tracing events.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>com.mysql.cj.log.LoggingProfilerEventHandler</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.1.6</td>
</tr>
</tbody>
</table>

**• useNanosForElapsedTime**

For profiling/debugging functionality that measures elapsed time, should the driver try to use nanoseconds resolution if available (JDK >= 1.5)?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.0.7</td>
</tr>
</tbody>
</table>

**• maxQuerySizeToLog**

Controls the maximum length of the part of a query that will get logged when profiling or tracing.

<table>
<thead>
<tr>
<th>Default Value</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.0.7</td>
</tr>
</tbody>
</table>
## Configuration Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>profileSQL</strong></td>
<td>false</td>
<td>3.1.3</td>
</tr>
<tr>
<td>Trace queries and their execution/fetch times to the configured ‘profilerEventHandler’</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>logSlowQueries</strong></td>
<td>false</td>
<td>3.1.0</td>
</tr>
<tr>
<td>Should queries that take longer than ‘slowQueryThresholdMillis’ or detected by the ‘autoSlowLog’ monitoring be reported to the registered ‘profilerEventHandler’?</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>slowQueryThresholdMillis</strong></td>
<td>2000</td>
<td>3.1.2</td>
</tr>
<tr>
<td>If 'logSlowQueries' is enabled, how long should a query take (in ms) before it is logged as slow?</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>slowQueryThresholdNanos</strong></td>
<td>0</td>
<td>5.0.7</td>
</tr>
<tr>
<td>If 'logSlowQueries' is enabled, 'useNanosForElapsedTime' is set to true, and this property is set to a non-zero value, the driver will use this threshold (in nanosecond units) to determine if a query was slow.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>autoSlowLog</strong></td>
<td>true</td>
<td>5.0.7</td>
</tr>
<tr>
<td>Instead of using slowQueryThreshold* to determine if a query is slow enough to be logged, maintain statistics that allow the driver to determine queries that are outside the 99th percentile?</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>explainSlowQueries</strong></td>
<td>false</td>
<td>3.1.2</td>
</tr>
<tr>
<td>If 'logSlowQueries' is enabled, should the driver automatically issue an ‘EXPLAIN’ on the server and send the results to the configured logger at a WARN level?</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>gatherPerfMetrics</strong></td>
<td>false</td>
<td>3.1.2</td>
</tr>
<tr>
<td>Should the driver gather performance metrics, and report them via the configured logger every 'reportMetricsIntervalMillis' milliseconds?</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### Configuration Properties

Since Version 3.1.2

- **reportMetricsIntervalMillis**

  If 'gatherPerfMetrics' is enabled, how often should they be logged (in ms)?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>30000</td>
<td>3.1.2</td>
</tr>
</tbody>
</table>

- **logXaCommands**

  Should the driver log XA commands sent by MysqlXaConnection to the server, at the DEBUG level of logging?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>5.0.5</td>
</tr>
</tbody>
</table>

- **traceProtocol**

  Should the network protocol be logged at the TRACE level?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>3.1.2</td>
</tr>
</tbody>
</table>

- **enablePacketDebug**

  When enabled, a ring-buffer of `packetDebugBufferSize` packets will be kept, and dumped when exceptions are thrown in key areas in the driver's code

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>3.1.3</td>
</tr>
</tbody>
</table>

- **packetDebugBufferSize**

  The maximum number of packets to retain when 'enablePacketDebug' is true

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>20</td>
<td>3.1.3</td>
</tr>
</tbody>
</table>

- **useUsageAdvisor**

  Should the driver issue 'usage' warnings advising proper and efficient usage of JDBC and MySQL Connector/J to the 'profilerEventHandler'?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>3.1.1</td>
</tr>
</tbody>
</table>

- **resultSetSizeThreshold**

  If 'useUsageAdvisor' is true, how many rows should a result set contain before the driver warns that it is suspiciously large?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>5.0.5</td>
</tr>
</tbody>
</table>
**Configuration Properties**

- **autoGenerateTestcaseScript**
  Should the driver dump the SQL it is executing, including server-side prepared statements to STDERR?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>3.1.9</td>
</tr>
</tbody>
</table>

**3.5.3.15 Exceptions/Warnings**

- **dumpQueriesOnException**
  Should the driver dump the contents of the query sent to the server in the message for SQLExceptions?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>3.1.3</td>
</tr>
</tbody>
</table>

- **exceptionInterceptors**
  Comma-delimited list of classes that implement com.mysql.cj.exceptions.ExceptionInterceptor. These classes will be instantiated one per Connection instance, and all SQLExceptions thrown by the driver will be allowed to be intercepted by these interceptors, in a chained fashion, with the first class listed as the head of the chain.

<table>
<thead>
<tr>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>5.1.8</td>
</tr>
</tbody>
</table>

- **ignoreNonTxTables**
  Ignore non-transactional table warning for rollback? (defaults to ‘false’).

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>3.0.9</td>
</tr>
</tbody>
</table>

- **includeInnodbStatusInDeadlockExceptions**
  Include the output of "SHOW ENGINE INNODB STATUS" in exception messages when deadlock exceptions are detected?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>5.0.7</td>
</tr>
</tbody>
</table>

- **includeThreadDumpInDeadlockExceptions**
  Include a current Java thread dump in exception messages when deadlock exceptions are detected?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>5.1.15</td>
</tr>
</tbody>
</table>

- **includeThreadNamesAsStatementComment**
  Include the name of the current thread as a comment visible in "SHOW PROCESSLIST", or in Innodb deadlock dumps, useful in correlation with "includeInnodbStatusInDeadlockExceptions=true" and "includeThreadDumpInDeadlockExceptions=true".

<table>
<thead>
<tr>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>5.1.15</td>
</tr>
</tbody>
</table>
• **useOnlyServerErrorMessages**

Don't prepend 'standard' SQLState error messages to error messages returned by the server.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>true</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>3.0.15</td>
</tr>
</tbody>
</table>

**3.5.3.16 Tunes for integration with other products**

• **overrideSupportsIntegrityEnhancementFacility**

Should the driver return "true" for DatabaseMetaData.supportsIntegrityEnhancementFacility() even if the database doesn't support it to workaround applications that require this method to return "true" to signal support of foreign keys, even though the SQL specification states that this facility contains much more than just foreign key support (one such application being OpenOffice)?

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>3.1.12</td>
</tr>
</tbody>
</table>

• **ultraDevHack**

Create PreparedStatements for prepareCall() when required, because UltraDev is broken and issues a prepareCall() for _all_ statements? (true/false, defaults to 'false')

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>2.0.3</td>
</tr>
</tbody>
</table>

**3.5.3.17 JDBC compliance**

• **useColumnNamesInFindColumn**

Prior to JDBC-4.0, the JDBC specification had a bug related to what could be given as a "column name" to ResultSet methods like findColumn(), or getters that took a String property. JDBC-4.0 clarified "column name" to mean the label, as given in an "AS" clause and returned by ResultSetMetaData.getColumnLabel(), and if no AS clause, the column name. Setting this property to "true" will give behavior that is congruent to JDBC-3.0 and earlier versions of the JDBC specification, but which because of the specification bug could give unexpected results. This property is preferred over "useOldAliasMetadataBehavior" unless you need the specific behavior that it provides with respect to ResultSetMetadata.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>5.1.7</td>
</tr>
</tbody>
</table>

• **pedantic**

Follow the JDBC spec to the letter.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>3.0.0</td>
</tr>
</tbody>
</table>

• **useOldAliasMetadataBehavior**

Should the driver use the legacy behavior for "AS" clauses on columns and tables, and only return aliases (if any) for ResultSetMetaData.getColumnName() or ResultSetMetaData.getTableName() rather than the original column/table name? In 5.0.x, the default value was true.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
</table>
3.5.3.18 X Protocol and X DevAPI

- **xdevapi.auth**
  
  Authentication mechanism to use with the X Protocol. Allowed values are "SHA256_MEMORY", "MYSQL41", "PLAIN", and "EXTERNAL". Value is case insensitive. If the property is not set, the mechanism is chosen depending on the connection type: "PLAIN" is used for TLS connections and "SHA256_MEMORY" or "MYSQL41" is used for unencrypted connections.

  **Default Value**: PLAIN

  **Since Version**: 8.0.8

- **xdevapi.compression**
  
  X DevAPI-specific network traffic compression. This option accepts one of the three values: "PREFERRED", "REQUIRED", and "DISABLED". Setting this option to "PREFERRED" or "REQUIRED" enables compression algorithm negotiation between Connector and Server, and turns on compression of large X Protocol packets, as long as a consensus is reached between client and server regarding the compression algorithm to use. If a consensus cannot be reached, connection fails if the option is set to "REQUIRED" and continues without compression if the option is set to "PREFERRED". Setting this option as "DISABLED" skips the compression negotiation phase and forbids the interchange of compressed messages between client and server.

  **Default Value**: PREFERRED

  **Since Version**: 8.0.20

- **xdevapi.compression-algorithms**
  
  A comma-delimited list of compression algorithms, each one identified by its name and operating mode (e.g. "lz4_message" -- consult the description for the MySQL global variable 'mysqlx_compression_algorithms' for a list of supported and enabled algorithms), that defines the order and which algorithms will be attempted when negotiating connection compression with the server.

  The compression algorithm 'deflate_stream' is supported natively. Additional compression algorithms require using third-party libraries and enabling them with the connection property 'xdevapi.compression-extensions'.

  This option is meaningful only when network traffic compression is enabled using the connection property 'xdevapi.compression'.

  As an alternative to the default algorithm names, that contain a reference to the compression operation mode, the aliases "zstd", "lz4", and "deflate" can be used instead of "zstd_stream", "lz4_message", and "deflate_stream".

  **Default Value**: zstd_stream,lz4_message,deflate_stream

  **Since Version**: 8.0.22

- **xdevapi.compression-extensions**
  
  A comma-delimited list of triplets, with their elements delimited by colon, that enables the support for additional compression algorithms. Each triplet must contain: first, an algorithm name and operating mode (e.g. "lz4_message" -- consult the description for the MySQL global variable 'mysqlx_compression_algorithms' for a list of supported and enabled algorithms); second, a fully-qualified class name of a class implementing the interface java.io.InputStream that will be used to inflate data compressed with the named algorithm; third, a fully-qualified class name of a class
implementing the interface java.io.OutputStream that will be used to deflate data using the named algorithm. Along with this setting, the library containing implementations of the designated classes must be available in the applications class path.

Any number of triplets defining compression algorithms and their inflater and deflater implementations can be provided but only the ones supported and enabled on the MySQL Server can be used.

The compression algorithm 'deflate_stream' is supported natively. Additional compression algorithms require using third-party libraries.

This option is meaningful only when network traffic compression is enabled using the connection property 'xdevapi.compression'.

As an alternative to the default algorithm names, that contain a reference to the compression operation mode, the aliases "zstd", "lz4", and "deflate" can be used instead of "zstd_stream", "lz4_message", and "deflate_stream".

Since Version 8.0.22

• xdevapi.connect-timeout

X DevAPI-specific timeout for socket connect (in milliseconds), with "0" being no timeout. Defaults to 10000. If 'xdevapi.connect-timeout' is not set explicitly and 'connectTimeout' is, 'xdevapi.connect-timeout' takes up the value of 'connectTimeout'. If 'xdevapi.useAsyncProtocol=true', both 'xdevapi.connect-timeout' and 'connectTimeout' are ignored.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>10000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>8.0.13</td>
</tr>
</tbody>
</table>

• xdevapi.connection-attributes

An X DevAPI-specific comma-delimited list of user-defined key=value pairs (in addition to standard X Protocol-defined key=value pairs) to be passed to MySQL Server for display as connection attributes in PERFORMANCE_SCHEMA tables session_account_connect_attrs and session_connect_attrs. Example usage: xdevapi.connection-attributes=key1=value1,key2=value2 or xdevapi.connection-attributes=[key1=value1,key2=value2]. This functionality is available for use with MySQL Server version 8.0.16 or later only. Earlier versions of X Protocol do not support connection attributes, causing this configuration option to be ignored. For situations where Session creation/initialization speed is critical, setting xdevapi.connection-attributes=false will cause connection attribute processing to be bypassed.

| Since Version | 8.0.16 |

• xdevapi.dns-srv

X DevAPI-specific option for instructing the driver use the given host name to lookup for DNS SRV records and use the resulting list of hosts in a multi-host failover connection. Note that a single host name and no port must be provided when this option is enabled.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>false</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>8.0.19</td>
</tr>
</tbody>
</table>

• xdevapi.fallback-to-system-keystore

X DevAPI-specific switch to specify whether in the absence of a set value for 'xdevapi.ssl-keystore' (or 'clientCertificateKeyStoreUrl'), Connector/J falls back to using the system-wide key store defined through the system properties 'javax.net.ssl.keyStore'. If not specified, the value of 'fallbackToSystemKeyStore' is used.
### Configuration Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>xdevapi.fallback-to-system-truststore</td>
<td>true</td>
<td>8.0.22</td>
</tr>
</tbody>
</table>

X DevAPI-specific switch to specify whether in the absence of a set value for `xdevapi.ssl-truststore` (or `trustCertificateKeyStoreUrl`), Connector/J falls back to using the system-wide default trust store or one defined through the system properties `javax.net.ssl.trustStore*`. If not specified, the value of `fallbackToSystemTrustStore` is used.

<table>
<thead>
<tr>
<th>Property</th>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>xdevapi.ssl-keystore</td>
<td></td>
<td>8.0.22</td>
</tr>
</tbody>
</table>

X DevAPI-specific URL for the client certificate key store. If not specified, use 'clientCertificateKeyStoreUrl' value.

<table>
<thead>
<tr>
<th>Property</th>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>xdevapi.ssl-keystore-password</td>
<td></td>
<td>8.0.22</td>
</tr>
</tbody>
</table>

X DevAPI-specific password for the client certificate key store. If not specified, use 'clientCertificateKeyStorePassword' value.

<table>
<thead>
<tr>
<th>Property</th>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>xdevapi.ssl-keystore-type</td>
<td>JKS</td>
<td>8.0.22</td>
</tr>
</tbody>
</table>

X DevAPI-specific type of the client certificate key store. If not specified, use 'clientCertificateKeyStoreType' value.

<table>
<thead>
<tr>
<th>Property</th>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>xdevapi.ssl-mode</td>
<td>REQUIRED</td>
<td>8.0.22</td>
</tr>
</tbody>
</table>

X DevAPI-specific SSL mode setting. If not specified, use 'sslMode'. Because the "PREFERRED" mode is not applicable to X Protocol, if 'xdevapi.ssl-mode' is not set and 'sslMode' is set to "PREFERRED", 'xdevapi.ssl-mode' is set to "REQUIRED".

<table>
<thead>
<tr>
<th>Property</th>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>xdevapi.ssl-truststore</td>
<td></td>
<td>6.0.6</td>
</tr>
</tbody>
</table>

X DevAPI-specific URL for the trusted CA certificates key store. If not specified, use 'trustCertificateKeyStoreUrl' value.

<table>
<thead>
<tr>
<th>Property</th>
<th>Default Value</th>
<th>Since Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>xdevapi.ssl-truststore-password</td>
<td></td>
<td>6.0.6</td>
</tr>
</tbody>
</table>

X DevAPI-specific password for the trusted CA certificates key store. If not specified, use 'trustCertificateKeyStorePassword' value.
• xdevapi.ssl-truststore-type

X DevAPI-specific type of the trusted CA certificates key store. If not specified, use 'trustCertificateKeyStoreType' value.

<table>
<thead>
<tr>
<th>Default Value</th>
<th>JKS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since Version</td>
<td>6.0.6</td>
</tr>
</tbody>
</table>

• xdevapi.tls-ciphersuites

X DevAPI-specific property overriding the cipher suites enabled for use on the underlying SSL sockets. If not specified, the value of 'enabledSSLCipherSuites' is used.

| Since Version | 8.0.19 |

• xdevapi.tls-versions

X DevAPI-specific property overriding the TLS protocols enabled for use on the underlying SSL sockets. If not specified, the value of 'enabledTLSProtocols' is used.

| Since Version | 8.0.19 |

### 3.5.4 JDBC API Implementation Notes

MySQL Connector/J, as a rigorous implementation of the JDBC API, passes all of the tests in the publicly available version of Oracle's JDBC compliance test suite. The JDBC specification is flexible on how certain functionality should be implemented. This section gives details on an interface-by-interface level about implementation decisions that might affect how you code applications with MySQL Connector/J.

• BLOB

You can emulate BLOBs with locators by adding the property `emulateLocators=true` to your JDBC URL. Using this method, the driver will delay loading the actual BLOB data until you retrieve the other data and then use retrieval methods (`getInputstream()`, `getBytes()`, and so forth) on the BLOB data stream.

You must use a column alias with the value of the column to the actual name of the BLOB, for example:

```
SELECT id, 'data' as blob_data from blobtable
```

You must also follow these rules:

• The `SELECT` must reference only one table. The table must have a primary key.

• The `SELECT` must alias the original BLOB column name, specified as a string, to an alternate name.

• The `SELECT` must cover all columns that make up the primary key.

The BLOB implementation does not allow in-place modification (they are copies, as reported by the `DatabaseMetaData.locatorsUpdateCopies()` method). Because of this, use the corresponding `PreparedStatement.setBlob()` or `ResultSet.updateBlob()` (in the case of updatable result sets) methods to save changes back to the database.

• Connection

The `isClosed()` method does not ping the server to determine if it is available. In accordance with the JDBC specification, it only returns true if `closed()` has been called on the connection. If you
need to determine if the connection is still valid, issue a simple query, such as `SELECT 1`. The driver will throw an exception if the connection is no longer valid.

- **DatabaseMetaData**

Foreign key information (`getImportedKeys()`/`getExportedKeys()` and `getCrossReference()`)) is only available from InnoDB tables. The driver uses `SHOW CREATE TABLE` to retrieve this information, so if any other storage engines add support for foreign keys, the driver would transparently support them as well.

- **PreparedStatement**

Two variants of prepared statements are implemented by Connector/J, the client-side and the server-side prepared statements. Client-side prepared statements are used by default because early MySQL versions did not support the prepared statement feature or had problems with its implementation. Server-side prepared statements and binary-encoded result sets are used when the server supports them. To enable usage of server-side prepared statements, set `useServerPrepStmts=true`.

Be careful when using a server-side prepared statement with large parameters that are set using `setBinaryStream()`, `setAsciiStream()`, `setUnicodeStream()`, `setCharacterStream()`, `setNCharacterStream()`, `setBlob()`, `setClob()`, or `setNCLob()`. To re-execute the statement with any large parameter changed to a nonlarge parameter, call `clearParameters()` and set all parameters again. The reason for this is as follows:

- During both server-side prepared statements and client-side emulation, large data is exchanged only when `PreparedStatement.execute()` is called.

- Once that has been done, the stream used to read the data on the client side is closed (as per the JDBC spec), and cannot be read from again.

- If a parameter changes from large to nonlarge, the driver must reset the server-side state of the prepared statement to allow the parameter that is being changed to take the place of the prior large value. This removes all of the large data that has already been sent to the server, thus requiring the data to be re-sent, using the `setBinaryStream()`, `setAsciiStream()`, `setUnicodeStream()`, `setCharacterStream()`, `setNCharacterStream()`, `setBlob()`, `setClob()`, or `setNCLob()` method.

Consequently, to change the type of a parameter to a nonlarge one, you must call `clearParameters()` and set all parameters of the prepared statement again before it can be re-executed.

- **ResultSet**

By default, ResultSets are completely retrieved and stored in memory. In most cases this is the most efficient way to operate and, due to the design of the MySQL network protocol, is easier to implement. If you are working with ResultSets that have a large number of rows or large values and cannot allocate heap space in your JVM for the memory required, you can tell the driver to stream the results back one row at a time.

To enable this functionality, create a `Statement` instance in the following manner:

```java
stmt = conn.createStatement(java.sql.ResultSet.TYPE_FORWARD_ONLY,
                           java.sql.ResultSet.CONCUR_READ_ONLY);
```
stmt.setFetchSize(Integer.MIN_VALUE);

The combination of a forward-only, read-only result set, with a fetch size of `Integer.MIN_VALUE` serves as a signal to the driver to stream result sets row-by-row. After this, any result sets created with the statement will be retrieved row-by-row.

There are some caveats with this approach. You must read all of the rows in the result set (or close it) before you can issue any other queries on the connection, or an exception will be thrown.

The earliest the locks these statements hold can be released (whether they be MyISAM table-level locks or row-level locks in some other storage engine such as InnoDB) is when the statement completes.

If the statement is within scope of a transaction, then locks are released when the transaction completes (which implies that the statement needs to complete first). As with most other databases, statements are not complete until all the results pending on the statement are read or the active result set for the statement is closed.

Therefore, if using streaming results, process them as quickly as possible if you want to maintain concurrent access to the tables referenced by the statement producing the result set.

Another alternative is to use cursor-based streaming to retrieve a set number of rows each time. This can be done by setting the connection property `useCursorFetch` to true, and then calling `setFetchSize(int)` with `int` being the desired number of rows to be fetched each time:

```java
conn = DriverManager.getConnection("jdbc:mysql://localhost/?useCursorFetch=true", "user", "s3cr3t");
stmt = conn.createStatement();
stmt.setFetchSize(100);
rs = stmt.executeQuery("SELECT * FROM your_table_here");
```

- **Statement**

Connector/J includes support for both `Statement.cancel()` and `Statement.setQueryTimeout()`. Both require a separate connection to issue the KILL QUERY statement. In the case of `setQueryTimeout()`, the implementation creates an additional thread to handle the timeout functionality.

- **Note**

Failures to cancel the statement for `setQueryTimeout()` may manifest themselves as `RuntimeException` rather than failing silently, as there is currently no way to unblock the thread that is executing the query being cancelled due to timeout expiration and have it throw the exception instead.

MySQL does not support SQL cursors, and the JDBC driver does not emulate them, so `setCursorName()` has no effect.

Connector/J also supplies two additional methods:

- `setLocalInfileInputStream()` sets an `InputStream` instance that will be used to send data to the MySQL server for a `LOAD DATA LOCAL INFILE` statement rather than a `FileInputStream` or `URLInputStream` that represents the path given as an argument to the statement.

  This stream will be read to completion upon execution of a `LOAD DATA LOCAL INFILE` statement, and will automatically be closed by the driver, so it needs to be reset before each call.
to execute*() that would cause the MySQL server to request data to fulfill the request for `LOAD DATA LOCAL INFILE`.

If this value is set to `NULL`, the driver will revert to using a `FileInputStream` or `URLInputStream` as required.

- `getLocalInfileInputStream()` returns the `InputStream` instance that will be used to send data in response to a `LOAD DATA LOCAL INFILE` statement.

This method returns `NULL` if no such stream has been set using `setLocalInfileInputStream()`.

### 3.5.5 Java, JDBC, and MySQL Types

MySQL Connector/J is flexible in the way it handles conversions between MySQL data types and Java data types.

In general, any MySQL data type can be converted to a `java.lang.String`, and any numeric type can be converted to any of the Java numeric types, although round-off, overflow, or loss of precision may occur.

**Note**

All `TEXT` types return `Types.LONGVARCHAR` with different `getPrecision()` values (65535, 255, 16777215, and 2147483647 respectively) with `getColumnType()` returning `-1`. This behavior is intentional even though `TINYTEXT` does not fall, regarding to its size, within the `LONGVARCHAR` category. This is to avoid different handling inside the same base type. And `getColumnType()` returns `-1` because the internal server handling is of type `TEXT`, which is similar to `BLOB`.

Also note that `getColumnTypeName()` will return `VARCHAR` even though `getColumnType()` returns `Types.LONGVARCHAR`, because `VARCHAR` is the designated column database-specific name for this type.

Connector/J issues warnings or throws `DataTruncation` exceptions as is required by the JDBC specification, unless the connection was configured not to do so by using the property `jdbcCompliantTruncation` and setting it to `false`.

The conversions that are always guaranteed to work are listed in the following table. The first column lists one or more MySQL data types, and the second column lists one or more Java types to which the MySQL types can be converted.

#### Table 3.5 Possible Conversions Between MySQL and Java Data Types

<table>
<thead>
<tr>
<th>These MySQL Data Types</th>
<th>Can always be converted to these Java types</th>
</tr>
</thead>
<tbody>
<tr>
<td>DATE, TIME, DATETIME, TIMESTAMP</td>
<td><code>java.lang.String</code>, <code>java.sql.Date</code>, <code>java.sql.Timestamp</code></td>
</tr>
</tbody>
</table>
Java, JDBC, and MySQL Types

**Note**
Round-off, overflow or loss of precision may occur if you choose a Java numeric data type that has less precision or capacity than the MySQL data type you are converting to/from.

The `ResultSet.getObject()` method uses the type conversions between MySQL and Java types, following the JDBC specification where appropriate. The values returned by `ResultSetMetaData.getColumnTypeName()` and `ResultSetMetaData.getColumnClassName()` are shown in the table below. For more information on the JDBC types, see the reference on the `java.sql.Types` class.

### Table 3.6 MySQL Types and Return Values for ResultSetMetaData.getColumnTypeName() and ResultSetMetaData.getColumnClassName()

<table>
<thead>
<tr>
<th>MySQL Type Name</th>
<th>Return value of <code>getColumnTypeName</code></th>
<th>Return value of <code>getColumnClassName</code></th>
</tr>
</thead>
<tbody>
<tr>
<td>BIT(1)</td>
<td>BIT</td>
<td><code>java.lang.Boolean</code></td>
</tr>
<tr>
<td>BIT( &gt; 1)</td>
<td>BIT</td>
<td><code>byte[]</code></td>
</tr>
<tr>
<td>TINYINT</td>
<td>TINYINT</td>
<td><code>java.lang.Boolean</code> if the configuration property <code>tinyIntIsBit</code> is set to <code>true</code> (the default) and the storage size is 1, or <code>java.lang.Integer</code> if not.</td>
</tr>
<tr>
<td>BOOL, BOOLEAN</td>
<td>TINYINT</td>
<td>See TINYINT, above as these are aliases for TINYINT(1), currently.</td>
</tr>
<tr>
<td>SMALLINT[(M)]</td>
<td>SMALLINT [UNSIGNED]</td>
<td><code>java.lang.Integer</code> (regardless of whether it is UNSIGNED or not)</td>
</tr>
<tr>
<td>SMALLINT[(M)]</td>
<td>SMALLINT [UNSIGNED]</td>
<td><code>java.lang.Integer</code> (regardless of whether it is UNSIGNED or not)</td>
</tr>
<tr>
<td>MEDIUMINT[(M)]</td>
<td>MEDIUMINT [UNSIGNED]</td>
<td><code>java.lang.Integer</code></td>
</tr>
<tr>
<td>BIGINT[(M)]</td>
<td>BIGINT [UNSIGNED]</td>
<td><code>java.lang.Long</code>, if UNSIGNED, <code>java.math.BigInteger</code></td>
</tr>
<tr>
<td>FLOAT[(M,D)]</td>
<td>FLOAT</td>
<td><code>java.lang.Float</code></td>
</tr>
<tr>
<td>DOUBLE[(M,B)]</td>
<td>DOUBLE</td>
<td><code>java.lang.Double</code></td>
</tr>
<tr>
<td>DECIMAL[(M,D)]</td>
<td>DECIMAL</td>
<td><code>java.math.BigDecimal</code></td>
</tr>
<tr>
<td>DATE</td>
<td>DATE</td>
<td><code>java.sql.Date</code></td>
</tr>
<tr>
<td>DATETIME</td>
<td>DATETIME</td>
<td><code>java.sql.Timestamp</code></td>
</tr>
<tr>
<td>TIMESTAMP[(M)]</td>
<td>TIMESTAMP</td>
<td><code>java.sql.Timestamp</code></td>
</tr>
<tr>
<td>TIME</td>
<td>TIME</td>
<td><code>java.sql.Time</code></td>
</tr>
<tr>
<td>YEAR[(2</td>
<td>4)]</td>
<td>YEAR</td>
</tr>
<tr>
<td>CHAR(M)</td>
<td>CHAR</td>
<td><code>java.lang.String</code> (unless the character set for the column is <code>BINARY</code>, then <code>byte[]</code> is returned.</td>
</tr>
<tr>
<td>VARCHAR(M) [BINARY]</td>
<td>VARCHAR</td>
<td><code>java.lang.String</code> (unless the character set for the column is <code>BINARY</code>, then <code>byte[]</code> is returned.</td>
</tr>
<tr>
<td>BINARY(M)</td>
<td>BINARY</td>
<td><code>byte[]</code></td>
</tr>
<tr>
<td>VARBINARY(M)</td>
<td>VARBINARY</td>
<td><code>byte[]</code></td>
</tr>
</tbody>
</table>
### Handling of Date-Time Values

#### 3.5.6 Handling of Date-Time Values

##### 3.5.6.1 Preserving Time Instants

**Background**

A time instant is a specific moment on a time-line. A time instant is said to be preserved when it always refers to the same point in time when its value is being stored to or retrieved from a database, no matter what time zones the database server and the clients are operating in.

**TIMESTAMP** is the only MySQL data type designed to store instants. To preserve time instants, the server applies time zone conversions in incoming or outgoing time values when needed. Incoming values are converted by server from the connection session's time zone to Coordinated Universal Time (UTC) for storage, and outgoing values are converted from UTC to the session time zone. Starting from MySQL 8.0.19, you can also specify a time zone offset when storing **TIMESTAMP** values (see *The DATE, DATETIME, and TIMESTAMP Types* for details), in which case the **TIMESTAMP** values are converted to the UTC from the specified offset instead of the session time zone. But, once stored, the original offset information is no longer preserved.

The situation is less straightforward with the **DATETIME** data type: it does not represent an instant and, when no time zone offset is specified, there is no time zone conversion for **DATETIME** values, so they are stored and retrieved as they are. However, with a specified time zone offset, the input value is converted to the session time zone before it is stored; the result is that, when retrieved in a different session with a different time zone offset as the specified one, the **DATETIME** value becomes different from the original input value.

Because MySQL data types other than **TIMESTAMP** (and the Java wrapper classes for those other MySQL data types) do not represent true time instants; mixing up instant-representing and non-instant-representing date-time types when storing and retrieving values might give rise to unexpected results. For example:

- When storing `java.sql.Timestamp` to, for example, a **DATETIME** column, you might not get back the same instant value when retrieving it into a client that is in a different time zone than the one the client was in when storing the value.

- When storing, for example, a `java.time.LocalDateTime` to a **TIMESTAMP** column, you might not be storing the correct UTC-based value for it, because the time zone for the value is actually undefined.

Therefore, do not pass instant date-time types (`java.util.Calendar, java.util.Date, java.time.OffsetDateTime, java.sql.Timestamp`) to non-instant date-time types (for example, `java.sql.DATE, java.time.LocalDate, java.time.LocalDateTime, java.time.OffsetTime`) or vice versa, when working with the server.
The rest of the section discusses how to preserve time instants when working with Connector/J.

**Preserving Instants with Connector/J**

*The scenario:* Let us assume that an application is running on a certain application server and is connecting to a MySQL server using Connector/J. Certain events take place in a connection session, for which timestamps are generated, and the event timestamps are associated with the JVM time zone of the application server. These timestamps are to be stored onto a MySQL Server, and are also to be retrieved from it later.

*The challenge:* The timestamps’ instant values need to be preserved when they are saved onto or retrieved from the server using Connector/J. Because the MySQL Server always assumes implicitly that a time instant value references to the connection session time zone (which is set by the session *time_zone* variable) when being saved to or retrieved form the server, a time instant value is properly preserved only in the following situations:

1. When Connector/J is running in the same time zone as the MySQL Server (i.e., the server's session time zone is the same as the JVM's time zone), time instants are naturally preserved, and no time zone conversion is needed. Note that in this case, time instants are really preserved only if the server and the JVM continue to run always in the same time zone in the future.

2. When Connector/J is running in a different time zone from that of the MySQL Server (i.e., the JVM's time zone is different from the server's session time zone), Connector/J performs one of the following:

   a. Queries the value of the session time zone from the server, and converts the event timestamps between the session time zone and the JVM time zone.

   b. Changes the server’s session time zone to that of the JVM time zone, after which no time zone conversion will be required.

   c. Changes the server session time zone to a desired time zone specified by the user, and then converts the timestamps between the JVM time zone and the user-specified time zone.

We identify the above solutions for time instant preservation as Solution 1, 2a, 2b, and 2c. To achieve these solutions, the following connection properties have been introduced in Connector/J since release 8.0.23:

- `preserveInstants=true|false`:
  - Whether to attempt to preserve time instant values by adjusting timestamps.
  - When it is false, no conversions are attempted; a timestamp is sent to the server as-is for storage, and its visual presentation, not the actual time instant is preserved. When it is retrieved from the server by Connector/J, different time zones might be associated with it, as the retrieval might happen in different JVM time zones. For example: For example:
    - Time zones: UTC for JVM, UTC+1 for server session
    - Original timestamp from client (in UTC): 2020-01-01 01:00:00
    - Timestamp sent to server by Connector/J: 2020-01-01 01:00:00 (no conversion)
    - Timestamp values stored internally on the server: 2020-01-01 00:00:00 UTC (after internal conversion of 2020-01-01 00:00:00 UTC+1 to UTC)
    - Timestamp value retrieved later into a server section (in UTC+1): 2020-01-01 01:00:00 (after internal conversion of 2020-01-01 00:00:00 from UTC to UTC+1)
    - Timestamp values constructed by Connector/J in some other JVM time zone then before (say, in UTC+3): 2020-01-01 01:00:00
    - Comment: Time instant is not preserved
• When it is true, Connector/J attempts to preserve the time instants by performing the conversions in a manner defined by the connection properties connectionTimeZone and forceConnectionTimeZoneToSession.

When storing a value, the conversion is performed only if the target data type, either the explicit one or the default one, is TIMESTAMP. When retrieving a value, the conversion is performed only if the source column has the TIMESTAMP, DATETIME, or a character data type and the target class is an instant-preserving one, like java.sql.Timestamp or java.time.OffsetDateTime.

• connectionTimeZone={LOCAL|SERVER|user-defined-time-zone}: Specifies how the server’s session time zone (in reference to which the timestamps are saved onto the server) is to be determined by Connector/J. It takes on one of the following values:

  • LOCAL: Connector/J assumes that the server's session time zone either (a) is the same as the JVM time zone for Connector/J, or (b) should be set as the same as the JVM time zone for Connector/J. Connector/J takes the situation as (a) or (b) depending on the value of the connection property forceConnectionTimeZoneToSession.

  • SERVER: Connector/J should query the session’s time zone from the server, instead of making any assumptions about it. If the session time zone actually turns out to be different from Connector/J’s JVM time zone and preserveInstants=true, Connector/J performs time zone conversion between the session time zone and the JVM time zone.

  • user-defined-time-zone: Connector/J assumes that the server’s session time zone either (a) is the same as the user-defined time zone, or (b) should be set as the user-defined time zone. Connector/J takes the situation as (a) or (b) depending on the value of the connection property forceConnectionTimeZoneToSession.

Now, here are the connection properties values to be used for achieving the Solutions defined above for preserving time instants:

• Solution 1: Use either preserveInstants=false or connectionTimeZone=LOCAL& forceConnectionTimeZoneToSession=false. Because it can be safely assumed that the server session time zone is the same as Connector/J’s JVM timezone, no query of the server’s session time zone occurs, and no time zone conversion occurs. For example:

  • Time zones: UTC+1 for both the JVM and the server session

  • Original timestamp from client (in UTC+1): 2020-01-01 01:00:00

  • Timestamp sent to server by Connector/J: 2020-01-01 01:00:00 (no conversion needed)

  • Timestamp values stored internally on the server: 2020-01-01 00:00:00 UTC (after internal conversion from UTC+1 to UTC)

  • Timestamp value retrieved later into a server time session in UTC+1 that Connector/J connects to: 2020-01-01 01:00:00 (after internal conversion from UTC to UTC+1)

  • Timestamp value constructed by Connector/J in the same JVM time zone as before (UTC+1) and returned to an application: 2020-01-01 01:00:00
Handling of Date-Time Values

• Comment: Time instant is preserved without conversion.

Note

This setting corresponds to the default behavior of Connector/J 5.1

• Solution 2a: Use `preserveInstants=true&connectionTimeZone=SERVER`. Connector/J then queries the value of the session time zone from the server, and converts the event timestamps between the session time zone and the JVM time zone. For example:

• Time zones: UTC+2 for JVM, UTC+1 for server session

• Original timestamp from client (in UTC+2): \texttt{2020-01-01 02:00:00}

• Timestamp sent to server by Connector/J: \texttt{2020-01-01 01:00:00} (after conversion from UTC+2 to UTC+1)

• Timestamp value stored internally on the server: \texttt{2020-01-01 00:00:00 UTC} (after internal conversion from UTC+1 to UTC)

• Timestamp value retrieved later into a server session in UTC+1: \texttt{2020-01-01 01:00:00} (after internal conversion from UTC to UTC+1)

• Timestamp values constructed by Connector/J in the same JVM time zone as before (UTC+2) and returned to an application: \texttt{2020-01-01 02:00:00} (after conversion from UTC+1 to UTC+2)

• Timestamp values constructed by Connector/J in another JVM time zone (say, UTC+3) and returned to an application: \texttt{2020-01-01 03:00:00} (after conversion from UTC+1 to UTC+3)

• Comment: Time instant is preserved.

Notes

• This setting corresponds to the default behavior of Connector/J 8.0.22 and before and to the behavior of Connector/J 5.1 with `useLegacyDatetimeCode=false`. 
Handling of Date-Time Values

• Solution 2b: Use `connectionTimeZone=LOCAL& forceConnectionTimeZoneToSession=true`. Connector/J then changes the server's session time zone to that of the JVM time zone, after which no timezone conversions are required when storing or achieving the timestamps. For example:

  • Time zones: UTC+1 for JVM, UTC+2 for server session originally, but now modified to UTC+1 by Connector/J

  • Original timestamp from client (in UTC+1): 2020-01-01 01:00:00

  • Timestamp sent to server by Connector/J: 2020-01-01 01:00:00 (no conversion)

  • Timestamp values stored internally on the server: 2020-01-01 00:00:00 (after internal conversion from UTC+1 to UTC)

  • Timestamp values retrieved later into a server session (in UTC+1, as set by Connector/J): 2020-01-01 01:00:00 (after internal conversion from UTC to UTC+1)

  • Timestamp value constructed by Connector/J in the same JVM time zone as before (UTC+1): 2020-01-01 01:00:00 (no conversion needed)

  • Timestamp values retrieved later into a server session (time zone modified to, say, UTC+3, by Connector/J): 2020-01-01 03:00:00 (after internal conversion from UTC to UTC+3)

  • Timestamp value constructed by Connector/J in the JVM time zone of UTC+3: 2020-01-01 03:00:00 (no conversion needed)

  • Comment: Time instant is preserved without conversion by Connector/J, because the session time zone is changed by Connector/J to its JVM's value.

  Warnings

  • Altering the session time zone affects the results of MySQL functions such as `NOW()`, `CURTIME()`, or `CURDATE()`—if you do not want those functions to be affected, do not use this setting.

  • If you use this setting on different clients in different time zones, the clients are going to modify their connection session's time zones to different values: if you want to keep the same visual date-time value representation for the same time instant for all the clients and in all their sessions, store the values to a `DATETIME` instead of a `TIMESTAMP` column and use non-instant Java classes for them, for example, `java.time.LocalDateTime`.

• Solution 2c: Use `preserveInstants=true&connectionTimeZone=user-defined-time-zone& forceConnectionTimeZoneToSession=true`. Connector/J then changes the server's session time zone to the user-defined time zone, and converts the timestamps between the user-defined time zone and the JVM time zone. A typical use case for this setting is when the session time zone value on the server is known to be unrecognizable by Connector/J (e.g., CST or CEST). For example:

  • Time zones: UTC+2 for JVM, CET for server session originally, but now modified to user-specified Europe/Berlin by Connector/J

  • Original timestamp from client (in UTC+2): 2020-01-01 02:00:00

  • Timestamp sent to server by Connector/J: 2020-01-01 01:00:00 (after conversion between JVM time zone (UTC+2) and user-defined time zone (Europe/Berlin=UTC+1))

  • Timestamp values stored internally on the server: 2020-01-01 00:00:00 (after internal conversion from UTC+1 to UTC)
Using Character Sets and Unicode

- Timestamp value retrieved into a server session (time zone modified to Europe/Berlin (=UTC +1) by Connector/J): 2020-01-01 01:00:00 (after internal conversion from UTC to UTC+1)

- Timestamp value constructed by Connector/J in the same JVM time zone as before (UTC+2) and returned to an application: 2020-01-01 02:00:00 (after conversion between user-defined time zone (UTC+1) and JVM time zone (UTC+2)).

- Comment: Time instant is preserved with conversion and with the session time zone being changed by Connector/J according to a user-defined value.

As an alternative to this solution, the user might want the same conversion of the timestamps between the JVM time zone and the user-defined time zone as described above, without actually correcting the unrecognizable time zone value on the server. To do so, use, `preserveInstants=true&connectionTimeZone=user-defined-time-zone&forceConnectionTimeZoneToSession=false`. This achieves the same result of preserving the time instant.

### Warnings

See the warnings above for Solution 2b.

#### 3.5.6.2 Fractional Seconds

While a `java.sql.TIME` instance, according to the JDBC specification, is not supposed to contain fractional seconds by design, because `java.sql.TIME` is a wrapper around `java.util.Date`, it is possible to store fractional seconds in a `java.sql.TIME` instance. However, when Connector/J inserted a `java.sql.TIME` into the server as a MySQL `TIME` value, the fractional seconds were always truncated. To allow the fractional seconds to be sent to the server, a connection property, `sendFractionalSecondsForTime`, has been introduced in release 8.0.23: when the property is `true` (which is the default value), the fractional seconds for `java.sql.TIME` are sent to the server; otherwise, the fractional seconds are truncated.

Also, the connection property `sendFractionalSeconds` has become a global control for the sending of fractional seconds for ALL date-time types since release 8.0.23. As a result, if `sendFractionalSeconds=false`, fractional seconds are not sent irrespective of the value of `sendFractionalSecondsForTime`.

#### 3.5.7 Using Character Sets and Unicode

All strings sent from the JDBC driver to the server are converted automatically from native Java Unicode form to the client character encoding, including all queries sent using `Statement.execute()`, `Statement.executeUpdate()`, and `Statement.executeQuery()`, as well as all `PreparedStatement` and `CallableStatement` parameters, excluding parameters set using `setBytes()`, `setBinaryStream()`, `setAsciiStream()`, `setUnicodeStream()`, and `setBlob()`.

### Number of Encodings Per Connection

Connector/J supports a single character encoding between client and server, and any number of character encodings for data returned by the server to the client in `ResultSets`.

### Setting the Character Encoding

The character encoding between client and server is automatically detected upon connection (provided that the Connector/J connection properties `characterEncoding` and `connectionCollation` are not set). You specify the encoding on the server using the system variable `character_set_server` (for more information, see Server Character Set and Collation). The driver automatically uses the encoding specified by the server. For example, to use the 4-byte UTF-8 character set with
Connector/J, configure the MySQL server with `character_set_server=utf8mb4`, and leave `characterEncoding` and `connectionCollation` out of the Connector/J connection string. Connector/J will then autodetect the UTF-8 setting.

To override the automatically detected encoding on the client side, use the `characterEncoding` property in the connection URL to the server. Use Java-style names when specifying character encodings. The following table lists MySQL character set names and their corresponding Java-style names:

**Table 3.7 MySQL to Java Encoding Name Translations**

<table>
<thead>
<tr>
<th>MySQL Character Set Name</th>
<th>Java-Style Character Encoding Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>ascii</td>
<td>US-ASCII</td>
</tr>
<tr>
<td>big5</td>
<td>Big5</td>
</tr>
<tr>
<td>gbk</td>
<td>GBK</td>
</tr>
<tr>
<td>sjis</td>
<td>SJIS or Cp932</td>
</tr>
<tr>
<td>cp932</td>
<td>Cp932 or MS932</td>
</tr>
<tr>
<td>gb2312</td>
<td>EUC_CN</td>
</tr>
<tr>
<td>ujis</td>
<td>EUC_JP</td>
</tr>
<tr>
<td>euckr</td>
<td>EUC_KR</td>
</tr>
<tr>
<td>latin1</td>
<td>Cp1252</td>
</tr>
<tr>
<td>latin2</td>
<td>ISO8859_2</td>
</tr>
<tr>
<td>greek</td>
<td>ISO8859_7</td>
</tr>
<tr>
<td>hebrew</td>
<td>ISO8859_8</td>
</tr>
<tr>
<td>cp866</td>
<td>Cp866</td>
</tr>
<tr>
<td>tis620</td>
<td>TIS620</td>
</tr>
<tr>
<td>cp1250</td>
<td>Cp1250</td>
</tr>
<tr>
<td>cp1251</td>
<td>Cp1251</td>
</tr>
<tr>
<td>cp1257</td>
<td>Cp1257</td>
</tr>
<tr>
<td>macroman</td>
<td>MacRoman</td>
</tr>
<tr>
<td>macce</td>
<td>MacCentralEurope</td>
</tr>
</tbody>
</table>

**For 8.0.12 and earlier:** utf8

**For 8.0.13 and later:** utf8mb4

---

**Notes**

For Connector/J 8.0.12 and earlier: In order to use the `utf8mb4` character set for the connection, the server MUST be configured with `character_set_server=utf8mb4`; if that is not the case, when UTF-8 is used for `characterEncoding` in the connection string, it will map to the MySQL character set name utf8, which is an alias for utf8mb3.

For Connector/J 8.0.13 and later:

- When UTF-8 is used for `characterEncoding` in the connection string, it maps to the MySQL character set name utf8mb4.
- If the connection option `connectionCollation` is also set alongside `characterEncoding` and is incompatible with it, `characterEncoding` will be overridden with the encoding corresponding to `connectionCollation`.  

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Because there is no Java-style character set name for utfmb3 that you can use with the connection option characterEncoding, the only way to use utf8mb3 as your connection character set is to use a utf8mb3 collation (for example, utf8_general_ci) for the connection option connectionCollation, which forces a utf8mb3 character set to be used, as explained in the last bullet.

Warning

Do not issue the query SET NAMES with Connector/J, as the driver will not detect that the character set has been changed by the query, and will continue to use the character set configured when the connection was first set up.

3.5.8 Connecting Securely Using SSL

Connector/J can encrypt all data communicated between the JDBC driver and the server (except for the initial handshake) using SSL. There is a performance penalty for enabling connection encryption, the severity of which depends on multiple factors including (but not limited to) the size of the query, the amount of data returned, the server hardware, the SSL library used, the network bandwidth, and so on.

The system works through two Java keystore files: one file contains the certificate information for the server (truststore in the examples below), and another contains the keys and certificate for the client (keystore in the examples below). All Java keystore files are protected by the password supplied to the keytool when you created the files. You need the file names and the associated passwords to create an SSL connection.

For SSL support to work, you must have the following:

- A MySQL server that supports SSL, and compiled and configured to do so. For more information, see Using Encrypted Connections and Configuring SSL Library Support.
- A signed client certificate, if using mutual (two-way) authentication.

By default, Connector/J establishes secure connections with the MySQL servers. Note that MySQL servers 5.7 and 8.0, when compiled with OpenSSL, can automatically generate missing SSL files at startup and configure the SSL connection accordingly.

For 8.0.12 and earlier: As long as the server is correctly configured to use SSL, there is no need to configure anything on the Connector/J client to use encrypted connections (the exception is when Connector/J is connecting to very old server versions like 5.6.25 and earlier or 5.7.5 and earlier, in which case the client must set the connection property useSSL=true in order to use encrypted connections). The client can demand SSL to be used by setting the connection property requireSSL=true; the connection then fails if the server is not configured to use SSL. Without requireSSL=true, the connection just falls back to non-encrypted mode if the server is not configured to use SSL.

For 8.0.13 and later: As long as the server is correctly configured to use SSL, there is no need to configure anything on the Connector/J client to use encrypted connections. The client can demand SSL to be used by setting the connection property sslMode=REQUIRED, VERIFY_CA, or VERIFY_IDENTITY; the connection then fails if the server is not configured to use SSL. With sslMode=PREFERRED, the connection just falls back to non-encrypted mode if the server is not configured to use SSL. For X-Protocol connections, the connection property xdevapi.ssl-mode specifies the SSL Mode setting, just like sslMode does for MySQL-protocol connections (except that PREFERRED is not supported by X Protocol); if not explicitly set, xdevapi.ssl-mode takes up the value of sslMode (if xdevapi.ssl-mode is not set and sslMode is set to PREFERRED, xdevapi.ssl-mode is set to REQUIRED).

For additional security, you can setup the client for a one-way (server or client) or two-way (server and client) SSL authentication, allowing the client or the server to authenticate each other’s identity.
**Connecting Securely Using SSL**

**TLS versions:** The allowable versions of TLS protocol can be restricted using the connection properties `enabledTLSProtocols` and, for X DevAPI connections and for release 8.0.19 and later, `xdevapi.tls-versions` (when `xdevapi.tls-versions` is not specified, it takes up the value of `enabledTLSProtocols`). If no such restrictions have been specified, Connector/J attempts to connect to the server with the following TLS versions:

- **TLSv1, TLSv1.1, TLSv1.2, TLSv1.3** for MySQL Community Servers 8.0, 5.7.28 and later, and 5.6.46 and later, and for all commercial versions of MySQL Servers.
- **TLSv1, TLSv1.1** for all other versions of MySQL Servers.

**Note**

For Connector/J 8.0.18 and earlier when connecting to MySQL Community Server 5.6 and 5.7 using the JDBC API: Due to compatibility issues with MySQL Server compiled with yaSSL, Connector/J does not enable connections with TLSv1.2 and higher by default. When connecting to servers that restrict connections to use those higher TLS versions, enable them explicitly by setting the Connector/J connection property `enabledTLSProtocols` (e.g., set `enabledTLSProtocols=TLSv1,TLSv1.1,TLSv1.2`).

**Cipher Suites:** Since release 8.0.19, the cipher suites usable by Connector/J are pre-restricted by a properties file that can be found at `src/main/resources/com/mysql/cj/TlsSettings.properties` inside the `src` folder on the source tree or in the platform-independent distribution archive (in `.tar.gz` or `.zip` format) for Connector/J. The file contains four sections, listing in each the mandatory, approved, deprecated, and unacceptable ciphers. Only suites listed in the first three sections can be used. The last section (unacceptable) defines patterns or masks that blocklist unsafe cipher suites. Practically, with the allowlist already given in the first three sections, the blocklist patterns in the forth section are redundant; but they are there as an extra safeguard against unwanted ciphers. The allowlist and blocklist of cipher suites apply to both JDBC and X DevAPI connections.

The allowable cipher suites for SSL connections can be restricted using the connection properties `enabledSSLCipherSuites` and, for X DevAPI connections and for release 8.0.19 and later, `xdevapi.tls-ciphersuites` (when `xdevapi.tls-ciphersuites` is not specified, it takes up the value of `enabledSSLCipherSuites`). If no such restrictions have been specified, Connector/J attempts to establish SSL connections with any allowlisted cipher suites that the server accepts.

**Setting up Server Authentication**

**For 8.0.12 and earlier:** Server authentication via server certificate verification is enabled when the Connector/J connection properties `useSSL` AND `verifyServerCertificate` are both true. Hostname verification is not supported—host authentication is by certificates only.

**For 8.0.13 and later:** Server authentication via server certificate verification is enabled when the Connector/J connection property `sslMode` is set to `VERIFY_CA` or `VERIFY_IDENTITY`. If `sslMode` is not set, server authentication via server certificate verification is enabled when the legacy properties `useSSL` AND `verifyServerCertificate` are both true.

**Certificates signed by a trusted CA.** When server authentication via server certificate verification is enabled, if no additional configurations are made regarding server authentication, Java verifies the server certificate using its default trusted CA certificates, usually from `$JAVA_HOME/lib/security/cacerts`.

**Using self-signed certificates.** It is pretty common though for MySQL server certificates to be self-signed or signed by a self-signed CA certificate; the auto-generated certificates and keys created by the MySQL server are based on the latter—that is, the server generates all required keys and a self-signed CA certificate that is used to sign a server and a client certificate. The server then configures itself to use the CA certificate and the server certificate. Although the client certificate file is placed in the same directory, it is not used by the server.
To verify the server certificate, Connector/J needs to be able to read the certificate that signed it, that is, the server certificate that signed itself or the self-signed CA certificate. This can be accomplished by either importing the certificate (ca.pem or any other certificate) into the Java default truststore (although tampering the default truststore is not recommended) or by importing it into a custom Java truststore file and configuring the Connector/J driver accordingly. Use Java's keytool (typically located in the bin subdirectory of your JDK or JRE installation) to import the server certificates:

```
keytool -importcert -alias MySQLCACert -file ca.pem
-keystore truststore -storepass mypassword
```

Supply the proper arguments for the command options. If the truststore file does not already exist, a new one will be created; otherwise the certificate will be added to the existing file. Interaction with keytool looks like this:

```
Owner: CN=MySQL_Server_5.7.17_Auto_Generated_CA_Certificate
Issuer: CN=MySQL_Server_5.7.17_Auto_Generated_CA_Certificate
Serial number: 1
Certificate fingerprints:
Signature algorithm name: SHA256withRSA
Subject Public Key Algorithm: 2048-bit RSA key
Version: 1
Trust this certificate? [no]: yes
Certificate was added to keystore
```

The output of the command shows all details about the imported certificate. Make sure you remember the password you have supplied. Also, be mindful that the password will have to be written as plain text in your Connector/J configuration file or application source code.

The next step is to configure Java or Connector/J to read the truststore you just created or modified. This can be done by using one of the following three methods:

1. Using the Java command line arguments:

   ```
   -Djavax.net.ssl.trustStore=path_to_truststore_file
   -Djavax.net.ssl.trustStorePassword=mypassword
   ```

2. Setting the system properties directly in the client code:

   ```
   System.setProperty("javax.net.ssl.trustStore","path_to_truststore_file");
   System.setProperty("javax.net.ssl.trustStorePassword","mypassword");
   ```

3. Setting the Connector/J connection properties:

   ```
   trustCertificateKeyStoreUrl=file:path_to_truststore_file
   trustCertificateKeyStorePassword=mypassword
   ```

Notice that when used together, the connection properties override the values set by the other two methods. Also, whatever values set with connection properties are used in that connection only, while values set using the system-wide values are used for all connections (unless overridden by the connection properties). For Connector/J 8.0.22 and later: Setting the connection property fallbackToSystemTrustStore to false prevents Connector/J from falling back to the system-wide truststore setup you created using method (1) or (2) when method (3) is not used.

With the above setup and the server authentication enabled, all connections established are going to be SSL-encrypted, with the server being authenticated in the SSL handshake process, and the client can now safely trust the server it is connecting to.

For X-Protocol connections, the connection properties xdevapi.ssl-truststore, xdevapi.ssl-truststore-type, xdevapi.ssl-truststore-password, and xdevapi.ssl-fallbackToSystemTrustStore specify the truststore settings, just like trustCertificateKeyStoreUrl, trustCertificateKeyStorePassword, and fallbackToSystemTrustStore do for
Connecting Securely Using SSL

MySQL-protocol connections; if not explicitly set, xdevapi.ssl-truststore, xdevapi.ssl-truststore-type, xdevapi.ssl-truststore-password, and xdevapi.ssl-fallbackToSystemTrustStore take up the values of trustCertificateKeyStoreUrl, trustCertificateKeyStoreType, trustCertificateKeyStorePassword, and fallbackToSystemTrustStore respectively.

**Service Identity Verification.** For 8.0.13 and later: Beyond server authentication via server certificate verification, when sslMode is set to VERIFY_IDENTITY, Connector/J also performs host name identity verification by checking whether the host name that it uses for connecting matches the Common Name value in the server certificate.

**Setting up Client Authentication**

The server may want to authenticate a client and require the client to provide an SSL certificate to it, which it verifies against its known certificate authorities or performs additional checks on the client identity if needed (see CREATE USER SSL/TLS Options for details). In that case, Connector/J needs to have access to the client certificate, so it can be sent to the server while establishing new database connections. This is done using the Java keystore files.

To allow client authentication, the client connecting to the server must have its own set of keys and an SSL certificate. The client certificate must be signed so that the server can verify it. While you can have the client certificates signed by official certificate authorities, it is more common to use an intermediate, private, CA certificate to sign client certificates. Such an intermediate CA certificate may be self-signed or signed by a trusted root CA. The requirement is that the server knows a CA certificate that is capable of validating the client certificate.

Some MySQL server builds are able to generate SSL keys and certificates for communication encryption, including a certificate and a private key (contained in the client-cert.pem and client-key.pem files), which can be used by any client. This SSL certificate is already signed by the self-signed CA certificate ca.pem, which the server may have already been configured to use.

If you do not want to use the client keys and certificate files generated by the server, you can also generate new ones using the procedures described in Creating SSL and RSA Certificates and Keys. Notice that, according to the setup of the server, you may have to reuse the already existing CA certificate the server is configured to work with to sign the new client certificate, instead of creating a new one.

Once you have the client private key and certificate files you want to use, you need to import them into a Java keystore so that they can be used by the Java SSL library and Connector/J. The following instructions explain how to create the keystore file:

- Convert the client key and certificate files to a PKCS #12 archive:

  ```
  shell> openssl pkcs12 -export -in client-cert.pem -inkey client-key.pem 
  -name "mysqlclient" -passout pass:mypassword -out client-keystore.p12
  ```

- Import the client key and certificate into a Java keystore:

  ```
  shell> keytool -importkeystore -srckeystore client-keystore.p12 -srcstoretype pkcs12 \ 
  -srcstorepass mypassword -destkeystore keystore -deststoretype JKS -deststorepass mypassword
  ```

Supply the proper arguments for the command options. If the keystore file does not already exist, a new one will be created; otherwise the certificate will be added to the existing file. Output by keytool looks like this:

```
Entry for alias mysqlclient successfully imported. Import command completed: 1 entries successfully imported, 0 entries failed or cancelled
```

Make sure you remember the password you have chosen. Also, be mindful that the password will have to be written as plain text in your Connector/J configuration file or application source code.

After the step, you can delete the PKCS #12 archive (client-keystore.p12 in the example).
Connecting Using Unix Domain Sockets

The next step is to configure Java or Connector/J so that it reads the keystore you just created or modified. This can be done by using one of the following three methods:

1. Using the Java command line arguments:

   ```
   -Djavax.net.ssl.keyStore=path_to_keystore_file
   -Djavax.net.ssl.keyStorePassword=mypassword
   ```

2. Setting the system properties directly in the client code:

   ```
   System.setProperty("javax.net.ssl.keyStore","path_to_keystore_file");
   System.setProperty("javax.net.ssl.keyStorePassword","mypassword");
   ```

3. Through Connector/J connection properties:

   ```
   clientCertificateKeyStoreUrl=file:path_to_truststore_file
   clientCertificateKeyStorePassword=mypassword
   ```

Notice that when used together, the connection properties override the values set by the other two methods. Also, whatever values set with connection properties are used in that connection only, while values set using the system-wide values are used for all connections (unless overridden by the connection properties). For Connector/J 8.0.22 and later: Setting the connection property `fallbackToSystemKeyStore` to `false` prevents Connector/J from falling back to the system-wide keystore setup you created using method (1) or (2) when method (3) is not used.

With the above setups, all connections established are going to be SSL-encrypted with the client being authenticated in the SSL handshake process, and the server can now safely trust the client that is requesting a connection to it.

For Connector/J 8.0.22 and later: For X-Protocol connections, the connection properties `xdevapi.ssl-keystore`, `xdevapi.ssl-keystore-type`, `xdevapi.ssl-keystore-password`, and `xdevapi.ssl-fallbackToSystemKeyStore` specify the keystore settings, just like `trustCertificateKeyStoreUrl`, `trustCertificateKeyStoreType`, `trustCertificateKeyStorePassword`, and `fallbackToSystemTKeyStore` do for MySQL-protocol connections; if not explicitly set, `xdevapi.ssl-keystore`, `xdevapi.ssl-keystore-type`, `xdevapi.ssl-keystore-password`, and `xdevapi.ssl-fallbackToSystemKeyStore` take up the values of `clientCertificateKeyStoreUrl`, `clientCertificateKeyStoreType`, `clientCertificateKeyStorePassword`, and `fallbackToSystemKeyStore` respectively.

### Setting up 2-Way Authentication

Apply the steps outlined in both Setting up Server Authentication and Setting up Client Authentication to set up a mutual, two-way authentication process in which the server and the client authenticate each other before establishing a connection.

Although the typical setup described above uses the same CA certificate in both ends for mutual authentication, it does not have to be the case. The only requirements are that the CA certificate configured in the server must be able to validate the client certificate and the CA certificate imported into the client truststore must be able to validate the server certificate; the two CA certificates used on the two ends can be distinct.

### Debugging an SSL Connection

JSSE provides debugging information to `stdout` when you set the system property `-Djavax.net.debug=all`. Java then tells you what keystores and truststores are being used, as well as what is going on during the SSL handshake and certificate exchange. That will be helpful when you are trying to debug a failed SSL connection.

### 3.5.9 Connecting Using Unix Domain Sockets

Connector/J does not natively support connections to MySQL Servers with Unix domain sockets. However, there is provision for using 3rd-party libraries that supply the function via a pluggable socket.
Connecting Using Named Pipes

Such a custom factory should implement the `com.mysql.cj.protocol.SocketFactory` interface or the legacy `com.mysql.jdbc.SocketFactory` interface of Connector/J. Follow these requirements when you use such a custom socket factory for Unix sockets:

- The MySQL Server must be configured with the system variable `--socket` (for native protocol connections using the JDBC API) or `--mysqlx-socket` (for X Protocol connections using the X DevAPI), which must contain the file path of the Unix socket file.

- The fully-qualified class name of the custom factory should be passed to Connector/J via the connection property `socketFactory`. For example, with the junixsocket library, set:

  ```java
  socketFactory=org.newsclub.net.mysql.AFUNIXDatabaseSocketFactory
  ```

  You might also need to pass other parameters to the custom factory as connection properties. For example, for the junixsocket library, provide the file path of the socket file with the property `junixsocket.file`:

  ```java
  junixsocket.file=path_to_socket_file
  ```

- For release 8.0.21 and earlier: When using the X Protocol, set the connection property `xdevapi.useAsyncProtocol=false` (that is the default setting for Connector/J 8.0.12 and later). Unix socket is not supported for asynchronous socket channels. When `xdevapi.useAsyncProtocol=true`, the `socketFactory` property is ignored (the connection property `xdevapi.useAsyncProtocol` has been deprecated since release 8.0.22).

  **Note**

  For X Protocol connections, the provision to use custom socket factory for Unix socket connections is only available for Connector/J 8.0.12 and later.

### 3.5.10 Connecting Using Named Pipes

**Important**

*For MySQL 8.0.14 and later, 5.7.25 and later, and 5.6.43 and later,* minimal permissions on named pipes are granted to clients that use them to connect to the server. Connector/J, however, can only use named pipes when granted full access on them. As a workaround, the MySQL Server that Connector/J wants to connect to must be started with the system variable `named_pipe_full_access_group`, which specifies a Windows local group containing the user by which the client application JVM (and thus Connector/J) is being executed; see the description for `named_pipe_full_access_group` for more details.

**Note**

Support for named pipes is not available for X Protocol connections.

Connector/J also supports access to MySQL using named pipes on Windows platforms with the `NamedPipeSocketFactory` as a plugin-sockets factory. If you do not use a `namedPipePath` property, the default of `\\pipe\MySQL` is used. If you use the `NamedPipeSocketFactory`, the host name and port number values in the JDBC URL are ignored. To enable this feature, set the `socketFactory` property:

```java
socketFactory=com.mysql.cj.protocol.NamedPipeSocketFactory
```

Set this property, as well as the path of the named pipe, with the following connection URL:

```java
jdbc:mysql:///test?socketFactory=com.mysql.cj.protocol.NamedPipeSocketFactory&namedPipePath=\\pipe\MySQL80
```

To create your own socket factories, follow the sample code in `com.mysql.cj.protocol.NamedPipeSocketFactory` or `com.mysql.cj.protocol.StandardSocketFactory.`
An alternate approach is to use the following two properties in connection URLs for establishing named pipe connections on Windows platforms:

- \(\text{protocol=pipe}\) for named pipes (default value for the property is \text{tcp}).
- \(\text{path=\text{path_to_pipe}}\) for path of named pipes. Default value for the path is \text{\\.\pipe\MySQL}.

The “address-equals” or “key-value” form of host specification (see Single host [43] for details) greatly simplifies the URL for a named pipe connection on Windows. For example, to use the default named pipe of “\\.\pipe\MySQL,” just specify:

\[
\text{jdbc:mysql://address=(protocol=pipe)/test}
\]

To use the custom named pipe of “\\.\pipe\MySQL80”:

\[
\text{jdbc:mysql://address=(protocol=pipe)(path=\\.\pipe\MySQL80)/test}
\]

With \(\text{protocol=pipe}\), the \text{NamedPipeSocketFactory} is automatically selected.

Named pipes only work when connecting to a MySQL server on the same physical machine where the JDBC driver is running. In simple performance tests, named pipe access is between 30%-50% faster than the standard TCP/IP access. However, this varies per system, and named pipes are slower than TCP/IP in many Windows configurations.

### 3.5.11 Connecting Using PAM Authentication

Java applications using Connector/J can connect to MySQL servers that use the pluggable authentication module (PAM) authentication scheme.

For PAM authentication to work, you must have the following:

- A MySQL server that supports PAM authentication. See PAM Pluggable Authentication for more information. Connector/J implements the same cleartext authentication method as in Client-Side Cleartext Pluggable Authentication.
- SSL capability, as explained in Section 3.5.8, “Connecting Securely Using SSL”. Because the PAM authentication scheme sends the original password to the server, the connection to the server must be encrypted.

PAM authentication support is enabled by default in Connector/J 8.0, so no extra configuration is needed.

To disable the PAM authentication feature, specify \text{mysql_clear_password} (the method) or \text{com.mysql.cj.protocol.a.authentication.MysqlClearPasswordPlugin} (the class name) in the comma-separated list of arguments for the \text{disabledAuthenticationPlugins} connection option. See Section 3.5.3, “Configuration Properties” for details about that connection option.

### 3.5.12 Using Source/Replica Replication with ReplicationConnection

See Section 3.8.4, “Configuring Source/Replica Replication with Connector/J” for details on the topic.

### 3.5.13 Support for DNS SRV Records

Connector/J supports the use of DNS SRV records for connections since release 8.0.19. For information about DNS SRV support in MySQL, see Connecting to the Server Using DNS SRV Records.

When multiple MySQL instances provide the same service for your applications, DNS SRV records can be used to provide failover, load balancing, and replication services. They eliminate the need for clients to identify each possible host in the connection string, or for connections to be handled by an additional software component. Here is a summary for Connector/J's support for DNS SRV records:

- These new schemas in the connection URLs enable DNS SRV record support:
Mapping MySQL Error Numbers to JDBC SQLState Codes

- **jdbc:mysql+srv:** For ordinary and basic failover JDBC connections that make use of DNS SRV records.
- **jdbc:mysql+srv:loadbalance:** For load-balancing JDBC connections that make use of DNS SRV records.
- **jdbc:mysql+srv:replication:** For replication JDBC connections that make use of DNS SRV records.
- **mysqlx+srv:** For X DevAPI connections that make use of DNS SRV records.

Besides using the new schemas in the connection URLs, DNS SRV record support can be enabled or disabled using the two new connection properties, `dnsSrv` and `xdevapi.dns-srv`, for JDBC and X DevAPI connections respectively. For example, this connection URL enables DNS SRV record support:

```
mysqlx://johndoe:secret@_mysql._tcp.mycompany.local/db?xdevapi.dns-srv=true
```

However, using the DNS SRV schema with the DNS SRV connection properties set to `false` results in an error; for example:

```
mysqlx+srv://johndoe:secret@_mysql._tcp.mycompany.local/db?xdevapi.dns-srv=false
```

# The connection URL causes Connector/J to throw an error

Here are some requirements and restrictions on the DNS SRV record support by Connector/J:

- Connector/J throws an exception if multiple hosts are specified in the connection URL for a DNS SRV connection (except for a replication set up, created using `jdbc:mysql+srv:replication`, which requires exactly one source and one replica server to be specified).
- Connector/J throws an exception if a port number is specified in the connection URL for a DNS SRV connection.
- DNS SRV records are supported only for TCP/IP connections. Connector/J throws an exception if you attempt to enable DNS SRV record support Windows named pipe connections.

**DNS SRV Record Support for Load Balancing and Failover.** For load-balancing and failover connections, Connector/J uses the `priority` field of the DNS SRV records to decide on the priorities for connection attempts for hosts.

**DNS SRV Record Support for Connection Pooling.** In an X DevAPI connection pooling setup, Connector/J re-queries the DNS SRV records regularly and phases out gracefully any connections whose hosts no longer appear in the records, and readmits the connections into the pool when their hosts reappear in the records.

**Looking up DNS SRV Records.** It is the users’ responsibility to provide a full service host name; Connector/J does not append any prefix nor validate the host name structure. The following are examples of valid service host name patterns:

- `foo.domain.local`
- `_mysql._tcp.foo.domain.local`
- `_mysqlx._tcp.foo.domain.local`
- `_readonly._tcp.foo.domain.local`
- `_readwrite._tcp.foo.domain.local`

See *Connections Using DNS SRV Records* in the *X DevAPI User Guide* for details.

### 3.5.14 Mapping MySQL Error Numbers to JDBC SQLState Codes
The table below provides a mapping of the MySQL error numbers to JDBC SQLState values.

### Table 3.8 Mapping of MySQL Error Numbers to SQLStates

<table>
<thead>
<tr>
<th>MySQL Error Number</th>
<th>MySQL Error Name</th>
<th>SQL Standard SQLState</th>
</tr>
</thead>
<tbody>
<tr>
<td>1022</td>
<td>ER_DUP_KEY</td>
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</tr>
<tr>
<td>1037</td>
<td>ER_OUTOFMEMORY</td>
<td>HY001</td>
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<td>ER_OUT_OF_SORTMEMORY</td>
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3.6 JDBC Concepts

This section provides some general JDBC background.

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### 3.6.1 Connecting to MySQL Using the JDBC DriverManager Interface

When you are using JDBC outside of an application server, the `DriverManager` class manages the establishment of connections.

Specify to the `DriverManager` which JDBC drivers to try to make Connections with. The easiest way to do this is to use `Class.forName()` on the class that implements the `java.sql.Driver` interface. With MySQL Connector/J, the name of this class is `com.mysql.cj.jdbc.Driver`. With this method, you could use an external configuration file to supply the driver class name and driver parameters to use when connecting to a database.

The following section of Java code shows how you might register MySQL Connector/J from the `main()` method of your application. If testing this code, first read the installation section at Section 3.3, "Connector/J Installation", to make sure you have connector installed correctly and the `CLASSPATH` set up. Also, ensure that MySQL is configured to accept external TCP/IP connections.

```java
import java.sql.Connection;
import java.sql.DriverManager;
import java.sql.SQLException;
// Notice, do not import com.mysql.cj.jdbc.*
// or you will have problems!
public class LoadDriver {
    public static void main(String[] args) {
        try {
            // The newInstance() call is a work around for some
            // broken Java implementations
            Class.forName("com.mysql.cj.jdbc.Driver").newInstance();
        } catch (Exception ex) {
            // handle the error
        }
    }
}
```

After the driver has been registered with the `DriverManager`, you can obtain a `Connection` instance that is connected to a particular database by calling `DriverManager.getConnection()`:

**Example 3.1 Connector/J: Obtaining a connection from the DriverManager**

If you have not already done so, please review the portion of Section 3.6.1, “Connecting to MySQL Using the JDBC DriverManager Interface” above before working with the example below.

This example shows how you can obtain a `Connection` instance from the `DriverManager`. There are a few different signatures for the `getConnection()` method. Consult the API documentation that comes with your JDK for more specific information on how to use them.

```java
import java.sql.Connection;
import java.sql.DriverManager;
import java.sql.SQLException;
Connection conn = null;
...
try {
    conn =
        DriverManager.getConnection("jdbc:mysql://localhost/test?" +
"user=minty&password=greatsqldb");
    // Do something with the Connection
    ...
} catch (SQLException ex) {
    // handle any errors
    System.out.println("SQLException: " + ex.getMessage());
    System.out.println("SQLState: " + ex.getSQLState());
    System.out.println("VendorError: " + ex.getErrorCode());
}
```

Once a `Connection` is established, it can be used to create `Statement` and `PreparedStatement` objects, as well as retrieve metadata about the database. This is explained in the following sections.
3.6.2 Using JDBC **Statement** Objects to Execute SQL

**Statement** objects allow you to execute basic SQL queries and retrieve the results through the **ResultSet** class, which is described later.

To create a **Statement** instance, you call the **createStatement()** method on the **Connection** object you have retrieved using one of the **DriverManager.getConnection()** or **DataSource.getConnection()** methods described earlier.

Once you have a **Statement** instance, you can execute a **SELECT** query by calling the **executeQuery(String)** method with the SQL you want to use.

To update data in the database, use the **executeUpdate(String SQL)** method. This method returns the number of rows matched by the update statement, not the number of rows that were modified.

If you do not know ahead of time whether the SQL statement will be a **SELECT** or an **UPDATE/INSERT**, then you can use the **execute(String SQL)** method. This method will return true if the SQL query was a **SELECT**, or false if it was an **UPDATE, INSERT, or DELETE** statement. If the statement was a **SELECT** query, you can retrieve the results by calling the **getResultSet()** method. If the statement was an **UPDATE, INSERT, or DELETE** statement, you can retrieve the affected rows count by calling **getUpdateCount()** on the **Statement** instance.

**Example 3.2 Connector/J: Using java.sql.Statement to execute a **SELECT** query**

```java
import java.sql.Connection;
import java.sql.DriverManager;
import java.sql.SQLException;
import java.sql.Statement;
import java.sql.ResultSet;

// assume that conn is an already created JDBC connection (see previous examples)
Statement stmt = null;
ResultSet rs = null;
try {
    stmt = conn.createStatement();
    rs = stmt.executeQuery("SELECT foo FROM bar");
    // or alternatively, if you don't know ahead of time that
    // the query will be a SELECT...
    if (stmt.execute("SELECT foo FROM bar")) {
        rs = stmt.getResultSet();
    }
    // Now do something with the ResultSet ....
} catch (SQLException ex) {
    // handle any errors
    System.out.println("SQLException: " + ex.getMessage());
    System.out.println("SQLState: " + ex.getSQLState());
    System.out.println("VendorError: " + ex.getErrorCode());
} finally {
    // it is a good idea to release
    // resources in a finally{} block
    // in reverse-order of their creation
    // if they are no-longer needed
    if (rs != null) {
        try {
            rs.close();
        } catch (SQLException sqlEx) { } // ignore
        rs = null;
    }
    if (stmt != null) {
        try {
            stmt.close();
        } catch (SQLException sqlEx) { } // ignore
        stmt = null;
    }
}
```
3.6.3 Using JDBC **CallableStatements** to Execute Stored Procedures

Connector/J fully implements the `java.sql.CallableStatement` interface.

For more information on MySQL stored procedures, please refer to Using Stored Routines.

Connector/J exposes stored procedure functionality through JDBC’s `CallableStatement` interface.

The following example shows a stored procedure that returns the value of `inOutParam` incremented by 1, and the string passed in using `inputParam` as a ResultSet:

**Example 3.3 Connector/J: Calling Stored Procedures**

```sql
CREATE PROCEDURE demoSp(IN inputParam VARCHAR(255), \\
    INOUT inOutParam INT)
BEGIN
    DECLARE z INT;
    SET z = inOutParam + 1;
    SET inOutParam = z;
    SELECT inputParam;
    SELECT CONCAT('zyxw', inputParam);
END
```

To use the `demoSp` procedure with Connector/J, follow these steps:

1. Prepare the callable statement by using `Connection.prepareCall()`.

   Notice that you have to use JDBC escape syntax, and that the parentheses surrounding the parameter placeholders are not optional:

   **Example 3.4 Connector/J: Using `Connection.prepareCall()`**

   ```java
   import java.sql.CallableStatement;
   ...
   // Prepare a call to the stored procedure 'demoSp'
   // with two parameters
   // Notice the use of JDBC-escape syntax ({{call ...}})
   // CallableStatement cStmt = conn.prepareCall("{{call demoSp(?, ?)}}");
   cStmt.setString(1, "abcdefg");
   ```

   **Note**

   `Connection.prepareCall()` is an expensive method, due to the metadata retrieval that the driver performs to support output parameters. For performance reasons, minimize unnecessary calls to `Connection.prepareCall()` by reusing `CallableStatement` instances in your code.

2. Register the output parameters (if any exist)

   To retrieve the values of output parameters (parameters specified as `OUT` or `INOUT` when you created the stored procedure), JDBC requires that they be specified before statement execution using the various `registerOutputParameter()` methods in the `CallableStatement` interface:

   **Example 3.5 Connector/J: Registering output parameters**

   ```java
   import java.sql.Types;
   ...
   // Connector/J supports both named and indexed
   // output parameters. You can register output
   // parameters using either method, as well
   // as retrieve output parameters using either
   ```
Using JDBC CallableStatements to Execute Stored Procedures

```java
// method, regardless of what method was
// used to register them.
//
// The following examples show how to use
// the various methods of registering
// output parameters (you should of course
// use only one registration per parameter).
//
// Registers the second parameter as output, and
// uses the type 'INTEGER' for values returned from
// getObject()
//
cStmt.registerOutParameter(2, Types.INTEGER);
//
// Registers the named parameter 'inOutParam', and
// uses the type 'INTEGER' for values returned from
// getObject()
//
cStmt.registerOutParameter("inOutParam", Types.INTEGER);
...
```

3. Set the input parameters (if any exist)

Input and in/out parameters are set as for PreparedStatement objects. However, CallableStatement also supports setting parameters by name:

**Example 3.6 Connector/J: Setting CallableStatement input parameters**

```java
...
// Set a parameter by index
//
cStmt.setString(1, "abcdefg");
//
// Alternatively, set a parameter using
// the parameter name
//
cStmt.setString("inputParam", "abcdefg");
//
// Set the 'in/out' parameter using an index
//
cStmt.setInt(2, 1);
//
// Alternatively, set the 'in/out' parameter
// by name
//
cStmt.setInt("inOutParam", 1);
...
```

4. Execute the CallableStatement, and retrieve any result sets or output parameters.

Although CallableStatement supports calling any of the Statement execute methods (executeUpdate(), executeQuery() or execute()), the most flexible method to call is execute(), as you do not need to know ahead of time if the stored procedure returns result sets:

**Example 3.7 Connector/J: Retrieving results and output parameter values**

```java
...
boolean hadResults = cStmt.execute();
//
// Process all returned result sets
//
while (hadResults) {
    ResultSet rs = cStmt.getResultSet();
    // process result set
    ...
    hadResults = cStmt.getMoreResults();
}
//
```
3.6.4 Retrieving **AUTO_INCREMENT** Column Values through JDBC

`getGeneratedKeys()` is the preferred method to use if you need to retrieve **AUTO_INCREMENT** keys and through JDBC; this is illustrated in the first example below. The second example shows how you can retrieve the same value using a standard `SELECT LAST_INSERT_ID()` query. The final example shows how updatable result sets can retrieve the **AUTO_INCREMENT** value when using the `insertRow()` method.

**Example 3.8 Connector/J: Retrieving **AUTO_INCREMENT** column values using `Statement.getGeneratedKeys()`**

```java
Statement stmt = null;
ResultSet rs = null;
try {
    // Create a Statement instance that we can use for
    // 'normal' result sets assuming you have a
    // Connection 'conn' to a MySQL database already
    // available
    stmt = conn.createStatement();
    // Issue the DDL queries for the table for this example
    stmt.executeUpdate("DROP TABLE IF EXISTS autoIncTutorial");
    stmt.executeUpdate("CREATE TABLE autoIncTutorial (" + "priKey INT NOT NULL AUTO_INCREMENT, " + "dataField VARCHAR(64), PRIMARY KEY (priKey))");
    // Insert one row that will generate an AUTO_INCREMENT
    // key in the 'priKey' field
    stmt.executeUpdate("INSERT INTO autoIncTutorial (dataField) " + "values ('Can I Get the Auto Increment Field?')", Statement.RETURN_GENERATED_KEYS);
    // Example of using Statement.getGeneratedKeys()
    // to retrieve the value of an auto-increment
    // value
    //
    int autoIncKeyFromApi = -1;
    rs = stmt.getGeneratedKeys();
    if (rs.next()) {
        autoIncKeyFromApi = rs.getInt(1);
    } else {
        // throw an exception from here
    }
    System.out.println("Key returned from getGeneratedKeys():" + autoIncKeyFromApi);
} finally {
    if (rs != null) {
        try {
            rs.close();
        } catch (SQLException ex) {
            // ignore
        }
    }
    if (stmt != null) {
        try {
            stmt.close();
        } catch (SQLException ex) {
```
Example 3.9 Connector/J: Retrieving AUTO_INCREMENT column values using SELECT LAST_INSERT_ID()

```java
Statement stmt = null;
ResultSet rs = null;
try {
    // Create a Statement instance that we can use for 'normal' result sets.
    stmt = conn.createStatement();
    // Issue the DDL queries for the table for this example
    stmt.executeUpdate("DROP TABLE IF EXISTS autoIncTutorial");
    stmt.executeUpdate("CREATE TABLE autoIncTutorial (" + "priKey INT NOT NULL AUTO_INCREMENT, " + "dataField VARCHAR(64), PRIMARY KEY (priKey))");
    // Insert one row that will generate an AUTO_INCREMENT key in the 'priKey' field
    stmt.executeUpdate("INSERT INTO autoIncTutorial (dataField) values ('Can I Get the Auto Increment Field?')");
    // Use the MySQL LAST_INSERT_ID() function to do the same thing as getGeneratedKeys()
    int autoIncKeyFromFunc = -1;
    rs = stmt.executeQuery("SELECT LAST_INSERT_ID()");
    if (rs.next()) {
        autoIncKeyFromFunc = rs.getInt(1);
    } else {
        // throw an exception from here
    }
    System.out.println("Key returned from 'SELECT LAST_INSERT_ID()': " + autoIncKeyFromFunc);
} finally {
    if (rs != null) {
        try {
            rs.close();
        } catch (SQLException ex) {
            // ignore
        }
    }
    if (stmt != null) {
        try {
            stmt.close();
        } catch (SQLException ex) {
            // ignore
        }
    }
}
```

Example 3.10 Connector/J: Retrieving AUTO_INCREMENT column values in Updatable ResultSets

```java
Statement stmt = null;
ResultSet rs = null;
try {
    // Create a Statement instance that we can use for 'normal' result sets as well as an 'updatable'
    // one, assuming you have a Connection 'conn' to a MySQL database already available
```
Connection Pooling with Connector/J

3.7 Connection Pooling with Connector/J

Connection pooling is a technique of creating and managing a pool of connections that are ready for use by any thread that needs them. Connection pooling can greatly increase the performance of your Java application, while reducing overall resource usage.

How Connection Pooling Works

Most applications only need a thread to have access to a JDBC connection when they are actively processing a transaction, which often takes only milliseconds to complete. When not processing a
transaction, the connection sits idle. Connection pooling enables the idle connection to be used by some other thread to do useful work.

In practice, when a thread needs to do work against a MySQL or other database with JDBC, it requests a connection from the pool. When the thread is finished using the connection, it returns it to the pool, so that it can be used by any other threads.

When the connection is loaned out from the pool, it is used exclusively by the thread that requested it. From a programming point of view, it is the same as if your thread called DriverManager.getConnection() every time it needed a JDBC connection. With connection pooling, your thread may end up using either a new connection or an already-existing connection.

Benefits of Connection Pooling

The main benefits to connection pooling are:

- **Reduced connection creation time.**

  Although this is not usually an issue with the quick connection setup that MySQL offers compared to other databases, creating new JDBC connections still incurs networking and JDBC driver overhead that will be avoided if connections are recycled.

- **Simplified programming model.**

  When using connection pooling, each individual thread can act as though it has created its own JDBC connection, allowing you to use straightforward JDBC programming techniques.

- **Controlled resource usage.**

  If you create a new connection every time a thread needs one rather than using connection pooling, your application’s resource usage can be wasteful, and it could lead to unpredictable behaviors for your application when it is under a heavy load.

Using Connection Pooling with Connector/J

The concept of connection pooling in JDBC has been standardized through the JDBC 2.0 Optional interfaces, and all major application servers have implementations of these APIs that work with MySQL Connector/J.

Generally, you configure a connection pool in your application server configuration files, and access it through the Java Naming and Directory Interface (JNDI). The following code shows how you might use a connection pool from an application deployed in a J2EE application server:

**Example 3.11 Connector/J: Using a connection pool with a J2EE application server**

```java
import java.sql.Connection;
import java.sql.SQLException;
import java.sql.Statement;
import javax.naming.InitialContext;
import javax.sql.DataSource;

public class MyServletJspOrEjb {
    public void doSomething() throws Exception {
        /*
        * Create a JNDI Initial context to be able to
        * lookup the DataSource
        * In production-level code, this should be cached as
        * an instance or static variable, as it can
        * be quite expensive to create a JNDI context.
        * Note: This code only works when you are using servlets
        * or EJBs in a J2EE application server. If you are
        * using connection pooling in standalone Java code, you
        * will have to create/configure datasources using whatever
        * mechanisms your particular connection pooling library
        * provides.
        */
    }
}
```
Sizing the Connection Pool

As shown in the example above, after obtaining the JNDI InitialContext, and looking up the DataSource, the rest of the code follows familiar JDBC conventions.

When using connection pooling, always make sure that connections, and anything created by them (such as statements or result sets) are closed. This rule applies no matter what happens in your code (exceptions, flow-of-control, and so forth). When these objects are closed, they can be re-used; otherwise, they will be stranded, which means that the MySQL server resources they represent (such as buffers, locks, or sockets) are tied up for some time, or in the worst case can be tied up forever.

Sizing the Connection Pool

Each connection to MySQL has overhead (memory, CPU, context switches, and so forth) on both the client and server side. Every connection limits how many resources there are available to your
Validating Connections

application as well as the MySQL server. Many of these resources will be used whether or not the connection is actually doing any useful work! Connection pools can be tuned to maximize performance, while keeping resource utilization below the point where your application will start to fail rather than just run slower.

The optimal size for the connection pool depends on anticipated load and average database transaction time. In practice, the optimal connection pool size can be smaller than you might expect. If you take Oracle's Java Petstore blueprint application for example, a connection pool of 15-20 connections can serve a relatively moderate load (600 concurrent users) using MySQL and Tomcat with acceptable response times.

To correctly size a connection pool for your application, create load test scripts with tools such as Apache JMeter or The Grinder, and load test your application.

An easy way to determine a starting point is to configure your connection pool's maximum number of connections to be unbounded, run a load test, and measure the largest amount of concurrently used connections. You can then work backward from there to determine what values of minimum and maximum pooled connections give the best performance for your particular application.

Validating Connections

MySQL Connector/J can validate the connection by executing a lightweight ping against a server. In the case of load-balanced connections, this is performed against all active pooled internal connections that are retained. This is beneficial to Java applications using connection pools, as the pool can use this feature to validate connections. Depending on your connection pool and configuration, this validation can be carried out at different times:

1. Before the pool returns a connection to the application.
2. When the application returns a connection to the pool.
3. During periodic checks of idle connections.

To use this feature, specify a validation query in your connection pool that starts with /* ping */. Note that the syntax must be exactly as specified. This will cause the driver send a ping to the server and return a dummy lightweight result set. When using a ReplicationConnection or LoadBalancedConnection, the ping will be sent across all active connections.

It is critical that the syntax be specified correctly. The syntax needs to be exact for reasons of efficiency, as this test is done for every statement that is executed:

```java
protected static final String PING_MARKER = "/* ping */";
...
if (sql.charAt(0) == '/') {
    if (sql.startsWith(PING_MARKER)) {
        doPingInstead();
    }
...}
```

None of the following snippets will work, because the ping syntax is sensitive to whitespace, capitalization, and placement:

```sql
sql = "/* PING */ SELECT 1;
sql = "SELECT 1 /* ping*/
sql = "/*ping*/ SELECT 1;
sql = " /* ping */ SELECT 1;
sql = "/*to ping or not to ping*/ SELECT 1;
```

All of the previous statements will issue a normal SELECT statement and will not be transformed into the lightweight ping. Further, for load-balanced connections, the statement will be executed against one connection in the internal pool, rather than validating each underlying physical connection. This results in the non-active physical connections assuming a stale state, and they may die. If Connector/
Multi-Host Connections

J then re-balances, it might select a dead connection, resulting in an exception being passed to the application. To help prevent this, you can use `loadBalanceValidateConnectionOnSwapServer` to validate the connection before use.

If your Connector/J deployment uses a connection pool that allows you to specify a validation query, take advantage of it, but ensure that the query starts exactly with `/* ping */`. This is particularly important if you are using the load-balancing or replication-aware features of Connector/J, as it will help keep alive connections which otherwise will go stale and die, causing problems later.

### 3.8 Multi-Host Connections

The following sections discuss a number of topics that involve multi-host connections, namely, server load-balancing, failover, and replication.

Developers should know the following things about multi-host connections that are managed through Connector/J:

- Each multi-host connection is a wrapper of the underlying physical connections.
- Each of the underlying physical connections has its own session. Sessions cannot be tracked, shared, or copied, given the MySQL architecture.
- Every switch between physical connections means a switch between sessions.
- Within a transaction boundary, there are no switches between physical connections. Beyond a transaction boundary, there is no guarantee that a switch does not occur.

**Note**

If an application reuses session-scope data (for example, variables, SSPs) beyond a transaction boundary, failures are possible, as a switch between the physical connections (which is also a switch between sessions) might occur. Therefore, the application should re-prepare the session data and also restart the last transaction in case of an exception, or it should re-prepare session data for each new transaction if it does not want to deal with exception handling.

### 3.8.1 Configuring Server Failover for Connections Using JDBC

MySQL Connector/J supports server failover. A failover happens when connection-related errors occur for an underlying, active connection. The connection errors are, by default, propagated to the client, which has to handle them by, for example, recreating the working objects (`Statement`, `ResultSet`, etc.) and restarting the processes. Sometimes, the driver might eventually fall back to the original host automatically before the client application continues to run, in which case the host switch is transparent and the client application will not even notice it.

A connection using failover support works just like a standard connection: the client does not experience any disruptions in the failover process. This means the client can rely on the same connection instance even if two successive statements might be executed on two different physical hosts. However, this does not mean the client does not have to deal with the exception that triggered the server switch.

The failover is configured at the initial setup stage of the server connection by the connection URL (see explanations for its format [here](https://dev.mysql.com/doc/connector-j/en/connector-j-reference-jar-api-group-ref-jdbc-connectors-j.html#method-jdbcmysqlurl)):  

```
jdbc:mysql://[primary host][:port],[secondary host 1][:port],[secondary host 2][:port]...[/database]?[?propertyName1=propertyValue1][&propertyName2=propertyValue2]...
```

The host list in the connection URL comprises of two types of hosts, the primary and the secondary. When starting a new connection, the driver always tries to connect to the primary host first and, if
required, fails over to the secondary hosts on the list sequentially when communication problems are experienced. Even if the initial connection to the primary host fails and the driver gets connected to a secondary host, the primary host never loses its special status: for example, it can be configured with an access mode distinct from those of the secondary hosts, and it can be put on a higher priority when a host is to be picked during a failover process.

The failover support is configured by the following connection properties (their functions are explained in the paragraphs below):

- failOverReadOnly
- secondsBeforeRetrySource
- queriesBeforeRetrySource
- retriesAllDown
- autoReconnect
- autoReconnectForPools

### Configuring Connection Access Mode

As with any standard connection, the initial connection to the primary host is in read/write mode. However, if the driver fails to establish the initial connection to the primary host and it automatically switches to the next host on the list, the access mode now depends on the value of the property `failOverReadOnly`, which is "true" by default. The same happens if the driver is initially connected to the primary host and, because of some connection failure, it fails over to a secondary host. Every time the connection falls back to the primary host, its access mode will be read/write, irrespective of whether or not the primary host has been connected to before. The connection access mode can be changed any time at runtime by calling the method `Connection.setReadOnly(boolean)`, which partially overrides the property `failOverReadOnly`. When `failOverReadOnly=false` and the access mode is explicitly set to either true or false, it becomes the mode for every connection after a host switch, no matter what host type are being connected to; but, if `failOverReadOnly=true`, changing the access mode to read/write is only possible if the driver is connecting to the primary host; however, even if the access mode cannot be changed for the current connection, the driver remembers the client’s last intention and, when falling back to the primary host, that is the mode that will be used. For an illustration, see the following successions of events with a two-host connection.

- **Sequence A, with `failOverReadOnly=true`**:
  1. Connects to primary host in read/write mode
  2. Sets `Connection.setReadOnly(true)`; primary host now in read-only mode
  3. Failover event; connects to secondary host in read-only mode
  4. Sets `Connection.setReadOnly(false)`; secondary host remains in read-only mode
  5. Falls back to primary host; connection now in read/write mode

- **Sequence B, with `failOverReadOnly=false`**
  1. Connects to primary host in read/write mode
  2. Sets `Connection.setReadOnly(true)`; primary host now in read-only mode
  3. Failover event; connects to secondary host in read-only mode
  4. Set `Connection.setReadOnly(false)`; connection to secondary host switches to read/write mode
5. Falls back to primary host; connection now in read/write mode

The difference between the two scenarios is in step 4: the access mode for the secondary host in sequence A does not change at that step, but the driver remembers and uses the set mode when falling back to the primary host, which would be read-only otherwise; but in sequence B, the access mode for the secondary host changes immediately.

Configuring Fallback to Primary Host

As already mentioned, the primary host is special in the failover arrangement when it comes to the host's access mode. Additionally, the driver tries to fall back to the primary host as soon as possible by default, even if no communication exception occurs. Two properties, `secondsBeforeRetrySource` and `queriesBeforeRetrySource`, determine when the driver is ready to retry a reconnection to the primary host (the `Source` in the property names stands for the primary host of our connection URL, which is not necessarily a source host in a replication setup):

- `secondsBeforeRetrySource` determines how much time the driver waits before trying to fall back to the primary host
- `queriesBeforeRetrySource` determines the number of queries that are executed before the driver tries to fall back to the primary host. Note that for the driver, each call to a `Statement.execute*()` method increments the query execution counter; therefore, when calls are made to `Statement.executeUpdate()` or if `allowMultiQueries` or `rewriteBatchStatements` are enabled, the driver may not have an accurate count of the actual number of queries executed on the server. Also, the driver calls the `Statement.execute*()` methods internally in several occasions. All these mean you can only use `queriesBeforeRetrySource` only as a coarse specification for when to fall back to the primary host.

In general, an attempt to fallback to the primary host is made when at least one of the conditions specified by the two properties is met, and the attempt always takes place at transaction boundaries. However, if auto-commit is turned off, the check happens only when the method `Connection.commit()` or `Connection.rollback()` is called. The automatic fallback to the primary host can be turned off by setting simultaneously `secondsBeforeRetrySource` and `queriesBeforeRetrySource` to "0". Setting only one of the properties to "0" only disables one part of the check.

Configuring Reconnection Attempts

When establishing a new connection or when a failover event occurs, the driver tries to connect successively to the next candidate on the host list. When the end of the list has been reached, it restarts all over again from the beginning of the list; however, the primary host is skipped over, if (a) NOT all the secondary hosts have already been tested at least once, AND (b) the fallback conditions defined by `secondsBeforeRetrySource` and `queriesBeforeRetrySource` are not yet fulfilled. Each run-through of the whole host list, (which is not necessarily completed at the end of the host list) counts as a single connection attempt. The driver tries as many connection attempts as specified by the value of the property `retriesAllDown`.

Seamless Reconnection

Although not recommended, you can make the driver perform failovers without invalidating the active `Statement` or `ResultSet` instances by setting either the parameter `autoReconnect` or `autoReconnectForPools` to `true`. This allows the client to continue using the same object instances after a failover event, without taking any exceptional measures. This, however, may lead to unexpected results: for example, if the driver is connected to the primary host with read/write access mode and it fails-over to a secondary host in real-only mode, further attempts to issue data-changing queries will result in errors, and the client will not be aware of that. This limitation is particularly relevant when using data streaming; after the failover, the `ResultSet` looks to be alright, but the underlying connection may have changed already, and no backing cursor is available anymore.
Configuring Server Failover for Connections Using X DevAPI

See Section 3.5.13, “Support for DNS SRV Records” for details.

### 3.8.2 Configuring Server Failover for Connections Using X DevAPI

When using the X Protocol, Connector/J supports a client-side failover feature for establishing a Session. If multiple hosts are specified in the connection URL, when Connector/J fails to connect to a listed host, it tries to connect to another one. This is a sample X DevAPI URL for configuring client-side failover:

```
mysqlx://sandy:mypassword@[host1:33060,host2:33061]/test
```

With the client-side failover configured, when there is a failure to establish a connection, Connector/J keeps attempting to connect to a host on the host list. The order in which the hosts are attempted for connection is as follows:

- **For connections with the `priority` property set for each host in the connection URL**, hosts are attempted according to the set priorities for the hosts, which are specified by any numbers between 0 to 100, with a larger number indicating a higher priority for connection. For example:

  ```
  mysqlx://sandy:mypassword@[(address=host1:33060,priority=2),(address=host2:33061,priority=1)]/test
  ```

  In this example, `host1` is always attempted before `host2` when new sessions are created.

  Priorities should either be set for all or no hosts.

- **For connections with the `priority` property NOT set for each host in the connection URL**:
  - **For release 8.0.19 and later**, hosts are attempted one after another in a random order.
  - **for release 8.0.18 and earlier**, hosts are attempted one after another in the order they appear in the connection URL—a host appearing earlier in the list will be attempted before a host appearing later in the list.

Notice that the server failover feature for X DevAPI only allows for a failover when Connector/J is trying to establish a connection, but not during operations after a connection has already been made.

### Connection Pooling Using X DevAPI

When using connection pooling with X DevAPI, Connector/J keeps track of any host it failed to connect to and, for a short waiting period after the failure, avoids connecting to it during the creation or retrieval of a Session. However, if all other hosts have already been tried, those excluded hosts will be retried without waiting. Once all hosts have been tried and no connections can be established, Connector/J throws a `com.mysql.cj.exceptions.CJCommunicationsException` and returns the message *Unable to connect to any of the target hosts*.

Configuring Server Failover Using X DevAPI with DNS SRV

See Section 3.5.13, “Support for DNS SRV Records” for details.

### 3.8.3 Configuring Load Balancing with Connector/J

Connector/J has long provided an effective means to distribute read/write load across multiple MySQL server instances for Cluster or source-source replication deployments. You can dynamically configure load-balanced connections, with no service outage. In-process transactions are not lost, and no application exceptions are generated if any application is trying to use that particular server instance.

The load balancing is configured at the initial setup stage of the server connection by the following connection URL, which has a similar format as the general JDBC URL for MySQL connection, but a specialized scheme:
There are two configuration properties associated with this functionality:

- **loadBalanceConnectionGroup** – This provides the ability to group connections from different sources. This allows you to manage these JDBC sources within a single class loader in any combination you choose. If they use the same configuration, and you want to manage them as a logical single group, give them the same name. This is the key property for management: if you do not define a name (string) for `loadBalanceConnectionGroup`, you cannot manage the connections. All load-balanced connections sharing the same `loadBalanceConnectionGroup` value, regardless of how the application creates them, will be managed together.

- **ha.enableJMX** – The ability to manage the connections is exposed when you define a `loadBalanceConnectionGroup`; but if you want to manage this externally, enable JMX by setting this property to `true`. This enables a JMX implementation, which exposes the management and monitoring operations of a connection group. Further, start your application with the `-Dcom.sun.management.jmxremote` JVM flag. You can then perform connect and perform operations using a JMX client such as `jconsole`.

Once a connection has been made using the correct connection properties, a number of monitoring properties are available:

- Current active host count.
- Current active physical connection count.
- Current active logical connection count.
- Total logical connections created.
- Total transaction count.

The following management operations can also be performed:

- Add host.
- Remove host.

The JMX interface, `com.mysql.cj.jdbc.jmx.LoadBalanceConnectionGroupManagerMBean`, has the following methods:

- `int getActiveHostCount(String group);`
- `int getTotalHostCount(String group);`
- `long getTotalLogicalConnectionCount(String group);`
- `long getActiveLogicalConnectionCount(String group);`
- `long getActivePhysicalConnectionCount(String group);`
- `long getTotalPhysicalConnectionCount(String group);`
- `long getTotalTransactionCount(String group);`
- `void removeHost(String group, String host) throws SQLException;`
- `void stopNewConnectionsToHost(String group, String host) throws SQLException;`
- `void addHost(String group, String host, boolean forExisting);`
• String getActiveHostsList(String group);
• String getRegisteredConnectionGroups();

The `getRegisteredConnectionGroups()` method returns the names of all connection groups defined in that class loader.

You can test this setup with the following code:

```java
public class Test {
    private static String URL = "jdbc:mysql:loadbalance://" + "localhost:3306,localhost:3310/test?" + "loadBalanceConnectionGroup=first&ha.enableJMX=true";
    public static void main(String[] args) throws Exception {
        new Thread(new Repeater()).start();
        new Thread(new Repeater()).start();
        new Thread(new Repeater()).start();
    }
    static Connection getNewConnection() throws SQLException, ClassNotFoundException {
        Class.forName("com.mysql.cj.jdbc.Driver");
        return DriverManager.getConnection(URL, "root", "");
    }
    static void executeSimpleTransaction(Connection c, int conn, int trans){
        try {
            c.setAutoCommit(false);
            Statement s = c.createStatement();
            s.executeQuery("SELECT SLEEP(1) /* Connection: "+ conn + ", transaction: " + trans + " */");
            c.commit();
        } catch (SQLException e) {
            e.printStackTrace();
        }
    }
    public static class Repeater implements Runnable {
        public void run() {
            for(int i=0; i < 100; i++){
                try {
                    Connection c = getNewConnection();
                    for(int j=0; j < 10; j++)
                    {
                        executeSimpleTransaction(c, i, j);
                    }
                    c.close();
                    Thread.sleep(100);
                } catch (Exception e) {
                    e.printStackTrace();
                }
            }
        }
    }
}
```

After compiling, the application can be started with the `-Dcom.sun.management.jmxremote` flag, to enable remote management. `jconsole` can then be started. The `Test` main class will be listed by `jconsole`. Select this and click **Connect**. You can then navigate to the `com.mysql.cj.jdbc.jmx.LoadBalanceConnectionGroupManager` bean. At this point, you can click on various operations and examine the returned result.

If you now had an additional instance of MySQL running on port 3309, you could ensure that Connector/J starts using it by using the `addHost()`, which is exposed in `jconsole`. Note that these operations can be performed dynamically without having to stop the application running.

For further information on the combination of load balancing and failover, see Section 3.8.5, “Advanced Load-balancing and Failover Configuration”.

**Configuring Load Balancing with DNS SRV**

See Section 3.5.13, “Support for DNS SRV Records” for details.
3.8.4 Configuring Source/Replica Replication with Connector/J

This section describes a number of features of Connector/J's support for replication-aware deployments.

The replication is configured at the initial setup stage of the server connection by the connection URL, which has a similar format as the general JDBC URL for MySQL connection, but a specialized scheme:

```
jdbc:mysql:replication://[source host][:[port],[replica host 1][:[port],[replica host 2][:[port]]].../[database][?propertyName1=propertyValue1&propertyName2=propertyValue2]...
```

Users may specify the property `allowSourceDownConnections=true` to allow `Connection` objects to be created even though no source hosts are reachable. Such `Connection` objects report they are read-only, and `isSourceConnection()` returns false for them. The `Connection` tests for available source hosts when `Connection.setReadOnly(false)` is called, throwing an `SQLException` if it cannot establish a connection to a source, or switching to a source connection if the host is available.

Users may specify the property `allowReplicasDownConnections=true` to allow `Connection` objects to be created even though no replica hosts are reachable. A `Connection` then, at runtime, tests for available replica hosts when `Connection.setReadOnly(true)` is called (see explanation for the method below), throwing an `SQLException` if it cannot establish a connection to a replica, unless the property `readFromSourceWhenNoReplicas` is set to be "true" (see below for a description of the property).

Scaling out Read Load by Distributing Read Traffic to Replicas

Connector/J supports replication-aware connections. It can automatically send queries to a read/write source host, or a failover or round-robin load-balanced set of replicas based on the state of `Connection.getReadOnly()`.

An application signals that it wants a transaction to be read-only by calling `Connection.setReadOnly(true)`. The replication-aware connection will use one of the replica connections, which are load-balanced per replica host using a round-robin scheme. A given connection is sticky to a replica until a transaction boundary command (a commit or rollback) is issued, or until the replica is removed from service. After calling `Connection.setReadOnly(true)`, if you want to allow connection to a source when no replicas are available, set the property `readFromSourceWhenNoReplicas` to "true." Notice that the source host will be used in read-only state in those cases, as if it is a replica host. Also notice that setting `readFromSourceWhenNoReplicas=true` might result in an extra load for the source host in a transparent manner.

If you have a write transaction, or if you have a read that is time-sensitive (remember, replication in MySQL is asynchronous), set the connection to be not read-only, by calling `Connection.setReadOnly(false)` and the driver will ensure that further calls are sent to the source MySQL server. The driver takes care of propagating the current state of autocommit, isolation level, and catalog between all of the connections that it uses to accomplish this load balancing functionality.

To enable this functionality, use the specialized replication scheme ( `jdbc:mysql:replication://`) when connecting to the server.

Here is a short example of how a replication-aware connection might be used in a standalone application:

```java
import java.sql.Connection;
import java.sql.ResultSet;
import java.util.Properties;
import java.sql.DriverManager;
public class ReplicationDemo {
    public static void main(String[] args) throws Exception {
        Properties props = new Properties();
        ```
// We want this for failover on the replicas
props.put("autoReconnect", "true");
// We want to load balance between the replicas
props.put("roundRobinLoadBalance", "true");
props.put("user", "foo");
props.put("password", "password");
//
// Looks like a normal MySQL JDBC url, with a
// comma-separated list of hosts, the first
// being the 'source', the rest being any number
// of replicas that the driver will load balance against
//
// Connection conn =
DriverManager.getConnection("jdbc:mysql:replication://source,replica1,replica2,replica3/test",
    props);
//
// Perform read/write work on the source
// by setting the read-only flag to "false"
//
conn.setReadOnly(false);
conn.setAutoCommit(false);
conn.createStatement().executeUpdate("UPDATE some_table ...");
conn.commit();
//
// Now, do a query from a replica, the driver automatically picks one
// from the list
//
conn.setReadOnly(true);
ResultSet rs =
    conn.createStatement().executeQuery("SELECT a,b FROM alt_table");
......
}

Consider using the Load Balancing JDBC Pool (lbpool) tool, which provides a wrapper around the standard JDBC driver and enables you to use DB connection pools that includes checks for system failures and uneven load distribution. For more information, see Load Balancing JDBC Driver for MySQL (mysql-lbpool).

Support for Multiple-Source Replication Topographies

Connector/J supports multi-source replication topographies.

The connection URL for replication discussed earlier (i.e., in the format of
jdbc:mysql:replication://source,replica1,replica2,replica3/test) assumes that the first (and only the first) host is the source host. Supporting deployments with an arbitrary number of sources and replicas requires the "address-equals" URL syntax for multiple host connection discussed in Section 3.5.2, "Connection URL Syntax", with the property type=[source|replica]; for example:

jdbc:mysql:replication://address=(type=source)(host=source1host),address=(type=source)(host=source2host)/database

Connector/J uses a load-balanced connection internally for management of the source connections, which means that ReplicationConnection, when configured to use multiple sources, exposes the same options to balance load across source hosts as described in Section 3.8.3, "Configuring Load Balancing with Connector/J".

Live Reconfiguration of Replication Topography

Connector/J also supports live management of replication host (single or multi-source) topographies. This enables users to promote replicas for Java applications without requiring an application restart.

The replication hosts are most effectively managed in the context of a replication connection group. A ReplicationConnectionGroup class represents a logical grouping of connections which can be managed together. There may be one or more such replication connection groups in a given Java class loader (there can be an application with two different JDBC resources needing to be managed independently). This key class exposes host management methods for replication
Configuring Source/Replica Replication with Connector/J

connections, and ReplicationConnection objects register themselves with the appropriate ReplicationConnectionGroup if a value for the new replicationConnectionGroup property is specified. The ReplicationConnectionGroup object tracks these connections until they are closed, and it is used to manipulate the hosts associated with these connections.

Some important methods related to host management include:

• getSourceHosts(): Returns a collection of strings representing the hosts configured as source hosts
• getReplicaHosts(): Returns a collection of strings representing the hosts configured as replica hosts
• addReplicaHost(String host): Adds new host to pool of possible replica hosts for selection at start of new read-only workload
• promoteReplicaToSource(String host): Removes the host from the pool of potential replica hosts for future read-only processes (existing read-only process is allowed to continue to completion) and adds the host to the pool of potential source hosts
• removeReplicaHost(String host, boolean closeGently): Removes the host (host name match must be exact) from the list of configured replica hosts; if closeGently is false, existing connections which have this host as currently active will be closed hardly (application should expect exceptions)
• removeSourceHost(String host, boolean closeGently): Same as removeReplicaHost(), but removes the host from the list of configured source hosts

Some useful management metrics include:

• getConnectionCountWithHostAsReplica(String host): Returns the number of ReplicationConnection objects that have the given host configured as a possible replica host
• getConnectionCountWithHostAsSource(String host): Returns the number of ReplicationConnection objects that have the given host configured as a possible source host
• getNumberOfReplicasAdded(): Returns the number of times a replica host has been dynamically added to the group pool
• getNumberOfReplicasRemoved(): Returns the number of times a replica host has been dynamically removed from the group pool
• getNumberOfReplicaPromotions(): Returns the number of times a replica host has been promoted to be a source host
• getTotalConnectionCount(): Returns the number of ReplicationConnection objects which have been registered with this group
• getActiveConnectionCount(): Returns the number of ReplicationConnection objects currently being managed by this group

ReplicationConnectionGroupManager

com.mysql.cj.jdbc.ha.ReplicationConnectionGroupManager provides access to the replication connection groups, together with some utility methods.

• getConnectionGroup(String groupName): Returns the ReplicationConnectionGroup object matching the groupName provided

The other methods in ReplicationConnectionGroupManager mirror those of ReplicationConnectionGroup, except that the first argument is a String group name.
Advanced Load-balancing and Failover Configuration

These methods will operate on all matching ReplicationConnectionGroups, which are helpful for removing a server from service and have it decommissioned across all possible ReplicationConnectionGroups.

These methods might be useful for in-JVM management of replication hosts if an application triggers topology changes. For managing host configurations from outside the JVM, JMX can be used.

**Using JMX for Managing Replication Hosts**

When Connector/J is started with `ha.enableJMX=true` and a value set for the property `replicationConnectionGroup`, a JMX MBean will be registered, allowing manipulation of replication hosts by a JMX client. The MBean interface is defined in `com.mysql.cj.jdbc.jmx.ReplicationGroupManagerMBean`, and leverages the `ReplicationConnectionGroupManager` static methods:

```java
public abstract void addReplicaHost(String groupFilter, String host) throws SQLException;
publ...count(String group);
public abstract int getActiveLogicalConnectionCount(String group);
```

**Configuring Source/Replica Replication with DNS SRV**

See Section 3.5.13, “Support for DNS SRV Records” for details.

### 3.8.5 Advanced Load-balancing and Failover Configuration

Connector/J provides a useful load-balancing implementation for MySQL Cluster or multi-source deployments, as explained in Section 3.8.3, “Configuring Load Balancing with Connector/J” and Support for Multiple-Source Replication Topographies. This same implementation is used for balancing load between read-only replicas for replication-aware connections.

When trying to balance workload between multiple servers, the driver has to determine when it is safe to swap servers, doing so in the middle of a transaction, for example, could cause problems. It is important not to lose state information. For this reason, Connector/J will only try to pick a new server when one of the following happens:

1. At transaction boundaries (transactions are explicitly committed or rolled back).
2. A communication exception (SQL State starting with "08") is encountered.
3. When a `SQLException` matches conditions defined by user, using the extension points defined by the `loadBalanceSQLStateFailover`, `loadBalanceSQLExceptionSubclassFailover` or `loadBalanceExceptionChecker` properties.

The third condition revolves around three properties, which allow you to control which `SQLException` trigger failover:

- `loadBalanceExceptionChecker` - The `loadBalanceExceptionChecker` property is really the key. This takes a fully-qualified class name which implements the new `com.mysql.cj.jdbc.ha.LoadBalanceExceptionChecker` interface. This interface is very simple, and you only need to implement the following method:

```java
public boolean shouldExceptionTriggerFailover(SQLException ex)
```
A **SQLException** is passed in, and a boolean returned. A value of `true` triggers a failover, `false` does not.

You can use this to implement your own custom logic. An example where this might be useful is when dealing with transient errors when using MySQL Cluster, where certain buffers may become overloaded. The following code snippet illustrates this:

```java
class NdbLoadBalanceExceptionChecker extends StandardLoadBalanceExceptionChecker {
    public boolean shouldExceptionTriggerFailover(SQLException ex) {
        return super.shouldExceptionTriggerFailover(ex)
                || checkNdbException(ex);
    }

    private boolean checkNdbException(SQLException ex) {
        // Have to parse the message since most NDB errors
        // are mapped to the same DEMC.
        return (ex.getMessage().startsWith("Lock wait timeout exceeded") ||
                (ex.getMessage().startsWith("Got temporary error")
                     && ex.getMessage().endsWith("from NDB")))
    }
}
```

The code above extends `com.mysql.cj.jdbc.ha.StandardLoadBalanceExceptionChecker`, which is the default implementation. There are a few convenient shortcuts built into this, for those who want to have some level of control using properties, without writing Java code. This default implementation uses the two remaining properties: `loadBalanceSQLStateFailover` and `loadBalanceSQLExceptionSubclassFailover`.

- **loadBalanceSQLStateFailover** - allows you to define a comma-delimited list of `SQLState` code prefixes, against which a `SQLException` is compared. If the prefix matches, failover is triggered. So, for example, the following would trigger a failover if a given `SQLException` starts with "00", or is "12345":

  ```
  loadBalanceSQLStateFailover=00,12345
  ```

- **loadBalanceSQLExceptionSubclassFailover** - can be used in conjunction with `loadBalanceSQLStateFailover` or on its own. If you want certain subclasses of `SQLException` to trigger failover, simply provide a comma-delimited list of fully-qualified class or interface names to check against. For example, if you want all `SQLTransientConnectionException` to trigger failover, you would specify:

  ```
  loadBalanceSQLExceptionSubclassFailover=java.sql.SQLTransientConnectionException
  ```

While the three failover conditions enumerated earlier suit most situations, if `autocommit` is enabled, Connector/J never re-balances, and continues using the same physical connection. This can be problematic, particularly when load-balancing is being used to distribute read-only load across multiple replicas. However, Connector/J can be configured to re-balance after a certain number of statements are executed, when `autocommit` is enabled. This functionality is dependent upon the following properties:

- **loadBalanceAutoCommitStatementThreshold** – defines the number of matching statements which will trigger the driver to potentially swap physical server connections. The default value, 0, retains the behavior that connections with `autocommit` enabled are never balanced.

- **loadBalanceAutoCommitStatementRegex** – the regular expression against which statements must match. The default value, blank, matches all statements. So, for example, using the following properties will cause Connector/J to re-balance after every third statement that contains the string “test”:

  ```
  loadBalanceAutoCommitStatementThreshold=3
  ```
**Using the X DevAPI with Connector/J: Special Topics**

`loadBalanceAutoCommitStatementRegex` can prove useful in a number of situations. Your application may use temporary tables, server-side session state variables, or connection state, where letting the driver arbitrarily swap physical connections before processing is complete could cause data loss or other problems. This allows you to identify a trigger statement that is only executed when it is safe to swap physical connections.

**Configuring Load Balancing and Failover with DNS SRV**

See Section 3.5.13, “Support for DNS SRV Records” for details.

### 3.9 Using the X DevAPI with Connector/J: Special Topics

Connector/J 8.0 supports the X DevAPI, through which native support by MySQL 8.0 for JSON, NoSQL, document collection, and other features are provided to Java applications. See Using MySQL as a Document Store, the X DevAPI User Guide, and the Connector/J X DevAPI Reference available at Connectors and APIs for details.

Information on using the X DevAPI with Connector/J can be found in different chapters in this manual. This chapter explores some special topics that are not covered elsewhere.

#### 3.9.1 Connection Compression Using X DevAPI

Staring from release 8.0.20, Connector/J supports data compression for X DevAPI connections when working with MySQL Server 8.0.19 and later. General details about this feature can be found in Connection Compression with X Plugin. For details on how to configure connection compression for Connector/J, see the descriptions for the connection properties `xdevapi.compression`, `xdevapi.compression-algorithms`, and `xdevapi.compression-extensions` in Section 3.5.3, “Configuration Properties”. The following is a summary of the feature:

*For Connector/J 8.0.22 and later*: The compression algorithms to be negotiated with the server and the priority of negotiation can be specified using the connection property `xdevapi.compression-algorithms`. It accepts a list of `algorithm-name_[operation-mode]`, separated by commas (,). If the property is not set, the default value of “zstd_stream,lz4_message,deflate_stream” is used. The priority for negotiation follows the order the algorithms appear in the list. Setting an empty string explicitly for the property means compression should be disabled for the connection.

*For Connector/J 8.0.21 and earlier*: Connector/J negotiates a compression algorithm following the priority recommended by X DevAPI: trying zstd first, then LZ4, and finally Deflate.

Out of all the compression algorithms now supported by MySQL 8.0 for X DevAPI connections, Connector/J provides out-of-the-box support for Deflate only; this is because none of the other compression algorithms (LZ4 and zstd, for now) are natively supported by the existing JREs. To support those algorithms, the client application must provide implementations for the corresponding deflate and inflate operations in the form of an `OutputStream` and an `InputStream` object, respectively. The easiest way to accomplish this is by using a third-party library such as the Apache Commons Compress library, which supports LZ4 and zstd. The connection option `xdevapi.compression-extensions` allows users to configure Connector/J to use any compression algorithm that is supported by MySQL Server, as long as there is a Java implementation for that algorithm. The option takes a list of triplets separated by commas (,), and each triplet in turn contains the following elements, separated by colons (:):
### 3.9.2 Schema Validation

For Connector/J 8.0.21 and later, when working with MySQL Server 8.0.19 and later, schema validation can be configured for a `Collection`, so that documents in the `Collection` are validated against a schema before they can be inserted or updated. This is done by specifying a JSON Schema during `Collection` creation or modification; schema validation is then performed by the server at a document creation or update, and an error is returned if the document does not validate against the assigned schema. For more information on JSON schema validation in MySQL, see JSON Schema Validation Functions. This section describes how to configure schema validation for a `Collection` with Connector/J.

To configure schema validation during the creation of a `Collection`, pass to the `createCollection()` method a `CreateCollectionOptions` object, which has these fields:

- `reuse`: a boolean set by the `setReuseExisting` method. If it is `true`, when the `Collection` to be created already exists within the `Schema` that is to contain it, Connector/J returns success (without any attempt to apply JSON schema to the existing `Collection`); in the same case, Connector/J returns an error if the parameter is set to `false`. If `reuse` is not set, it is taken to be `false`.
- `validation`: a `Validation` object set by the `setValidation()` method. A `Validation` object in turns contains these fields:

```java
String connStr = "jdbc:mysql://johndoe:secret@localhost:33060/mydb?" + "xdevapi.compression-extensions=" + "lz4_message":" // LZ4 triplet + FramedLZ4CompressorInputStream.class.getName() + ":" + "zstd_stream":" // zstd triplet + ZstdCompressorInputStream.class.getName() + ":" SessionFactory sessFact = new SessionFactory(); Session sess = sessFact.getSession(connStr); Collection col = sess.getDefaultSchema().getCollection("myCollection"); // (...) sess.close();
```

Note

For Connector/J 8.0.21 and earlier: The connection property `xdevapi.compression-extensions` described above is named `xdevapi.compression-algorithm` for Connector/J 8.0.21 and earlier, and the elements in each triplet should be separated by commas (,) instead of colons (:).

Negotiation for a compression algorithm is attempted by default (`xdevapi.compression=Preferred` by default), unless the connection property `xdevapi.compression` is set to `DISABLED`. The final choice of compression algorithm depends on what algorithms are enabled on the server. By default, because compression is not required, if the negotiation fails, the connection will not be compressed, but the client will still be able to communicate with the server; however, if the connection property `xdevapi.compression` is set to `REQUIRED`, the connection attempt fails with an error if no algorithm can be negotiated for successfully.
• **level**: a enumeration of the class `ValidationLevel`, set by the `setLevel()` method; it can be one of the following two values:
  
  - **STRICT**: Strict validation. Attempting to insert or modify a document that violates the validation schema results in a server error being raised.
  - **OFF**: No validation. Schema validation is turned off.

  If `level` is not set, it is taken as `OFF` for MySQL Server 8.0.19, and `STRICT` for 8.0.20 and later.

• **schema**: A string representing a JSON Schema to be used to validate a Document in the Collection; set by the `setSchema()` method.

  If `schema` is not provided but `level` is set to `STRICT`, the Collection is validated against the default schema `{"type": "object"}`.

This is an example of how to configure schema validation at the creation of a Collection:

```java
Collection coll = this.schema.createCollection(collName,
   new CreateCollectionOptions()
   .setReuseExisting(false)
   .setValidation(new Validation()
   .setLevel(ValidationLevel.OFF)
   .setSchema(
     "{"id": "http://json-schema.org/geo","" + "+" "$schema": "http://json-schema.org/draft-06/schema#","" + "+" "description": "A geographical coordinate","" + "+" "type": "object","" + "+" "properties": {"" + "+" "latitude": {","" + "+" "type": "number"},"" + "+" "longitude": {"" + "+" "type": "number"},"" + "+" "required": ["latitude", "longitude"]" + "+" })
   ));
```

The set fields are accessible by the corresponding getter methods.

To modify the schema validation configuration for a Collection, use the `modifyCollection()` method and pass to it a `ModifyCollectionOptions` object, which has the same fields as the `CreateCollectionOptions` object except for the `reuse` field, which does not exist for a `ModifyCollectionOptions` object. For the `Validation` object of a `ModifyCollectionOptions` object, users can set either its `level` or `schema`, or both. Here is an example of using the `modifyCollection()` to change the schema validation configuration:

```java
schema.modifyCollection(collName,
   new ModifyCollectionOptions()
   .setValidation(new Validation()
   .setLevel(ValidationLevel.OFF)
   .setSchema(
     "{"id": "http://json-schema.org/geo","" + "+" "$schema": "http://json-schema.org/draft-06/schema#","" + "+" "description": "NEW geographical coordinate","" + "+" "type": "object","" + "+" "properties": {"" + "+" "latitude": {","" + "+" "type": "number"},"" + "+" "longitude": {"" + "+" "type": "number"},"" + "+" "required": ["latitude", "longitude"]" + "+" })
   ));
```
If the Collection contains documents that do not validate against the new JSON schema supplied through `ModifyCollectionOptions`, the server will reject the schema modification with the error `ERROR 5180 (HY000) Document is not valid according to the schema assigned to collection`.

Note

`createCollection()` and `modifyCollection()` are overloaded: they can be called without passing to them the `CreateCollectionOptions` or the `ModifyCollectionOptions`, respectively, in which case schema validation will not be applied to the Collection.

3.10 Using the Connector/J Interceptor Classes

An interceptor is a software design pattern that provides a transparent way to extend or modify some aspect of a program, similar to a user exit. No recompiling is required. With Connector/J, the interceptors are enabled and disabled by updating the connection string to refer to different sets of interceptor classes that you instantiate.

The connection properties that control the interceptors are explained in Section 3.5.3, “Configuration Properties”:

- `connectionLifecycleInterceptors`, where you specify the fully qualified names of classes that implement the `com.mysql.cj.jdbc.interceptors.ConnectionLifecycleInterceptor` interface. In these kinds of interceptor classes, you might log events such as rollbacks, measure the time between transaction start and end, or count events such as calls to `setAutoCommit()`.

- `exceptionInterceptors`, where you specify the fully qualified names of classes that implement the `com.mysql.cj.exceptions.ExceptionInterceptor` interface. In these kinds of interceptor classes, you might add extra diagnostic information to exceptions that can have multiple causes or indicate a problem with server settings. `exceptionInterceptors` classes are called when handling an `Exception` thrown from Connector/J code.

- `queryInterceptors`, where you specify the fully qualified names of classes that implement the `com.mysql.cj.interceptors.QueryInterceptor` interface. In these kinds of interceptor classes, you might change or augment the processing done by certain kinds of statements, such as automatically checking for queried data in a memcached server, rewriting slow queries, logging information about statement execution, or route requests to remote servers.

3.11 Using Logging Frameworks with SLF4J

Besides its default logger `com.mysql.cj.log.StandardLogger`, which logs to stderr, Connector/J supports the SLF4J logging facade, allowing end users of applications using Connector/J to plug in logging frameworks of their own choices at deployment time. Popular logging frameworks such as `java.util.logging`, `logback`, and `log4j` are supported by SLF4J. Follow these requirements to use a logging framework with SLF4J and Connector/J:

- In the development environment:
  
  - Install on your system `slf4j-api-x.y.z.jar` (available at [https://www.slf4j.org/download.html](https://www.slf4j.org/download.html)) and add it to the Java classpath.

  - In the code of your application, obtain an `SLF4JLogger` as a `Log` instantiated within a `MysqlConnection Session`, and then use the `Log` instance for your logging.

- On the deployment system:
Using Logging Frameworks with SLF4J

- Install on your system `slf4j-api-x.y.z.jar` and add it to the Java classpath.
- Install on your system the SLF4J binding for the logging framework of your choice and add it to your Java classpath. SLF4J bindings are available at, for example, https://www.slf4j.org/manual.html#swapping.

**Note**

Do not put more than one SLF4J binding in your Java classpath. Switch from one logging framework to another by removing a binding and adding a new one to the classpath.

- Install the logging framework of your choice on your system and add it to the Java classpath.
- Configure the logging framework of your choice. This often consists of setting up appenders or handlers for log messages using a configuration file; see your logging framework’s documentation for details.
- When connecting the application to the MySQL Server, set the Connector/J connection property `logger` to `Slf4JLogger`.

The log category name used by Connector/J with SLF4J is `MySQL`. See the SLF4J user manual for more details about using SLF4J, including discussions on Maven dependency and bindings. Here is a sample code for using SLF4J with Connector/J:

```java
import java.sql.DriverManager;
import java.sql.Connection;
import java.sql.ResultSet;
import java.sql.SQLException;
import java.sql.Statement;
import com.mysql.cj.jdbc.JdbcConnection;
import com.mysql.cj.log.Log;
public class JDBCDemo {
    public static void main(String[] args) {
        Connection conn = null;
        Statement statement = null;
        ResultSet resultSet = null;
        Log logger = null;
        try {
            // Database parameters
            String url = "jdbc:mysql://myexample.com:3306/pets?logger=Slf4JLogger&explainSlowQueries=true";
            String user = "user";
            String password = "password";
            // create a connection to the database
            conn = DriverManager.getConnection(url, user, password);
            logger = ((JdbcConnection)conn).getSession().getLog();
        }
        catch (SQLException e) {
            System.err.println(e.getMessage());
            System.exit(1);
        }
        try {
            statement = conn.createStatement();
            resultSet = statement.executeQuery("SELECT * FROM pets.dogs");
            while (resultSet.next()) {
                System.out.printf("%d	%s	%s	 %4$ty.%4$tm.%4$td \\
                    ",
                    resultSet.getInt(1),
                    resultSet.getString(2),
                    resultSet.getString(3),
                    resultSet.getDate(4));
            }
        }
        catch (SQLException e) {
            logger.logWarn("Warning: Select failed!");
        }
    }
}
```
If you want to use, for example, Log4j 1.2.17 as your logging framework when running this program, use its binding to SLF4J: put `slf4j-api-1.7.28.jar` (SLF4J API module), `slf4j-log4j12-1.7.28.jar` (SLF4J’s binding for Log4J 1.2), and `log4j-1.2.17.jar` (Log4J library) in your Java classpath.

Here is output of the program when the SELECT statement failed:

```
```

### 3.12 Using Connector/J with Tomcat

The following instructions are based on the instructions for Tomcat-5.x, available at [http://tomcat.apache.org/tomcat-5.5-doc/jndi-datasource-examples-howto.html](http://tomcat.apache.org/tomcat-5.5-doc/jndi-datasource-examples-howto.html) which is current at the time this document was written.

First, install the `.jar` file that comes with Connector/J in `$CATALINA_HOME/common/lib` so that it is available to all applications installed in the container.

Next, configure the JNDI DataSource by adding a declaration resource to `$CATALINA_HOME/conf/server.xml` in the context that defines your web application:

```xml
<Context ....>
 ...
 <Resource name="jdbc/MySQLDB"
    auth="Container"
    type="javax.sql.DataSource"/>
 <ResourceParams name="jdbc/MySQLDB">
    <parameter>
      <name>factory</name>
      <value>org.apache.commons.dbcp.BasicDataSourceFactory</value>
    </parameter>
    <parameter>
      <name>maxActive</name>
      <value>10</value>
    </parameter>
    <parameter>
      <name>maxIdle</name>
      <value>5</value>
    </parameter>
    <parameter>
      <name>validationQuery</name>
      <value>SELECT 1</value>
    </parameter>
    <parameter>
      <name>testOnBorrow</name>
      <value>true</value>
    </parameter>
    <parameter>
      <name>testWhileIdle</name>
      <value>true</value>
    </parameter>
    <parameter>
      <name>timeBetweenEvictionRunsMillis</name>
      <value>10000</value>
    </parameter>
    <parameter>
      <name>minEvictableIdleTimeMillis</name>
      <value>60000</value>
    </parameter>
    <parameter>
      <name>username</name>
      <value>someuser</value>
    </parameter>
  </ResourceParams>
</Context>
```
Using Connector/J with Spring

Connector/J introduces a facility whereby, rather than use a `validationQuery` value of `SELECT 1`, it is possible to use `validationQuery` with a value set to `/* ping */`. This sends a ping to the server which then returns a fake result set. This is a lighter weight solution. It also has the advantage that if using `ReplicationConnection` or `LoadBalancedConnection` type connections, the ping will be sent across all active connections. The following XML snippet illustrates how to select this option:

```xml
<parameter>
  <name>validationQuery</name>
  <value>/* ping */</value>
</parameter>
```

Note that `/* ping */` has to be specified exactly.

In general, follow the installation instructions that come with your version of Tomcat, as the way you configure datasources in Tomcat changes from time to time, and if you use the wrong syntax in your XML file, you will most likely end up with an exception similar to the following:

```
Error: java.sql.SQLException: Cannot load JDBC driver class 'null'
state: null
```

Note that the auto-loading of drivers having the `META-INF/service/java.sql.Driver` class in JDBC 4.0 and later causes an improper undeployment of the Connector/J driver in Tomcat on Windows. Namely, the Connector/J jar remains locked. This is an initialization problem that is not related to the driver. The possible workarounds, if viable, are as follows: use "antiResourceLocking=true" as a Tomcat Context attribute, or remove the `META-INF/` directory.

### 3.13 Using Connector/J with Spring

The Spring Framework is a Java-based application framework designed for assisting in application design by providing a way to configure components. The technique used by Spring is a well known design pattern called Dependency Injection (see Inversion of Control Containers and the Dependency Injection pattern). This article will focus on Java-oriented access to MySQL databases with Spring 2.0. For those wondering, there is a .NET port of Spring appropriately named Spring.NET.

Spring is not only a system for configuring components, but also includes support for aspect oriented programming (AOP). This is one of the main benefits and the foundation for Spring’s resource and transaction management. Spring also provides utilities for integrating resource management with JDBC and Hibernate.

For the examples in this section the MySQL world sample database will be used. The first task is to set up a MySQL data source through Spring. Components within Spring use the “bean” terminology. For example, to configure a connection to a MySQL server supporting the world sample database, you might use:

```xml
<util:map id="dbProps">
  <entry key="db.driver" value="com.mysql.cj.jdbc.Driver"/>
</util:map>
```
In the above example, we are assigning values to properties that will be used in the configuration. For the datasource configuration:

```xml
<bean id="dataSource" class="org.springframework.jdbc.datasource.DriverManagerDataSource">
  <property name="driverClassName" value="${db.driver}"/>
  <property name="url" value="${db.jdbcurl}"/>
  <property name="username" value="${db.username}"/>
  <property name="password" value="${db.password}"/>
</bean>
```

The placeholders are used to provide values for properties of this bean. This means that we can specify all the properties of the configuration in one place instead of entering the values for each property on each bean. We do, however, need one more bean to pull this all together. The last bean is responsible for actually replacing the placeholders with the property values.

```xml
<bean class="org.springframework.beans.factory.config.PropertyPlaceholderConfigurer">
  <property name="properties" ref="dbProps"/>
</bean>
```

Now that we have our MySQL data source configured and ready to go, we write some Java code to access it. The example below will retrieve three random cities and their corresponding country using the data source we configured with Spring.

```java
// Create a new application context. this processes the Spring config
ApplicationContext ctx = new ClassPathXmlApplicationContext("ex1appContext.xml");
// Retrieve the data source from the application context
DataSource ds = (DataSource) ctx.getBean("dataSource");
// Open a database connection using Spring's DataSourceUtils
Connection c = DataSourceUtils.getConnection(ds);

try {
  // retrieve a list of three random cities
  PreparedStatement ps = c.prepareStatement("select City.Name as 'City', Country.Name as 'Country' 
    order by rand() limit 3");
  ResultSet rs = ps.executeQuery();
  while(rs.next()) {
    String city = rs.getString("City");
    String country = rs.getString("Country");
    System.out.printf("The city %s is in %s%n", city, country);
  }
} catch (SQLException ex) {
  // something has failed and we print a stack trace to analyse the error
  ex.printStackTrace();
  try { c.close(); } catch (SQLException e) { }
} finally {
  // properly release our connection
  DataSourceUtils.releaseConnection(c, ds);
}
```

This is very similar to normal JDBC access to MySQL with the main difference being that we are using DataSourceUtils instead of the DriverManager to create the connection.

While it may seem like a small difference, the implications are somewhat far reaching. Spring manages this resource in a way similar to a container managed data source in a J2EE application server. When
Using JdbcTemplate

A connection is opened, it can be subsequently accessed in other parts of the code if it is synchronized with a transaction. This makes it possible to treat different parts of your application as transactional instead of passing around a database connection.

3.13.1 Using JdbcTemplate

Spring makes extensive use of the Template method design pattern (see Template Method Pattern). Our immediate focus will be on the JdbcTemplate and related classes, specifically NamedParameterJdbcTemplate. The template classes handle obtaining and releasing a connection for data access when one is needed.

The next example shows how to use NamedParameterJdbcTemplate inside of a DAO (Data Access Object) class to retrieve a random city given a country code.

```java
public class Ex2JdbcDao {
    /**
     * Data source reference which will be provided by Spring.
     */
    private DataSource dataSource;
    /**
     * Our query to find a random city given a country code. Notice
     * the ":country" parameter toward the end. This is called a
     * named parameter.
     */
    private String queryString = "select Name from City " +
        "where CountryCode = :country order by rand() limit 1";
    /**
     * Retrieve a random city using Spring JDBC access classes.
     */
    public String getRandomCityByCountryCode(String cntryCode) {
        // A template that permits using queries with named parameters
        NamedParameterJdbcTemplate template =
            new NamedParameterJdbcTemplate(dataSource);
        // A java.util.Map is used to provide values for the parameters
        Map params = new HashMap();
        params.put("country", cntryCode);
        // We query for an Object and specify what class we are expecting
        return (String)template.queryForObject(queryString, params, String.class);
    }
    /**
     * A JavaBean setter-style method to allow Spring to inject the data source.
     * @param dataSource
     */
    public void setDataSource(DataSource dataSource) {
        this.dataSource = dataSource;
    }
}
```

The focus in the above code is on the getRandomCityByCountryCode() method. We pass a country code and use the NamedParameterJdbcTemplate to query for a city. The country code is placed in a Map with the key "country", which is the parameter is named in the SQL query.

To access this code, you need to configure it with Spring by providing a reference to the data source.

```xml
<bean id="dao" class="code.Ex2JdbcDao">
    <property name="dataSource" ref="dataSource"/>
</bean>
```

At this point, we can just grab a reference to the DAO from Spring and call getRandomCityByCountryCode().

```java
// Create the application context
ApplicationContext ctx =
    new ClassPathXmlApplicationContext("ex2appContext.xml");
// Obtain a reference to our DAO
Ex2JdbcDao dao = (Ex2JdbcDao) ctx.getBean("dao");
```
String countryCode = "USA";
// Find a few random cities in the US
for(int i = 0; i < 4; ++i)
    System.out.printf("A random city in %s is %s%n", countryCode,
            dao.getRandomCityByCountryCode(countryCode));

This example shows how to use Spring's JDBC classes to completely abstract away the use of traditional JDBC classes including Connection and PreparedStatement.

### 3.13.2 Transactional JDBC Access

Spring allows us to add transactions into our code without having to deal directly with the JDBC classes. For that purpose, Spring provides a transaction management package that not only replaces JDBC transaction management, but also enables declarative transaction management (configuration instead of code).

To use transactional database access, we will need to change the storage engine of the tables in the world database. The downloaded script explicitly creates MyISAM tables, which do not support transactional semantics. The InnoDB storage engine does support transactions and this is what we will be using. We can change the storage engine with the following statements.

```
ALTER TABLE City ENGINE=InnoDB;
ALTER TABLE Country ENGINE=InnoDB;
ALTER TABLE CountryLanguage ENGINE=InnoDB;
```

A good programming practice emphasized by Spring is separating interfaces and implementations. What this means is that we can create a Java interface and only use the operations on this interface without any internal knowledge of what the actual implementation is. We will let Spring manage the implementation and with this it will manage the transactions for our implementation.

First you create a simple interface:

```java
public interface Ex3Dao {
    Integer createCity(String name, String countryCode,
                     String district, Integer population);
}
```

This interface contains one method that will create a new city record in the database and return the id of the new record. Next you need to create an implementation of this interface.

```java
public class Ex3DaoImpl implements Ex3Dao {
    protected DataSource dataSource;
    protected SqlUpdate updateQuery;
    protected SqlFunction idQuery;
    public Integer createCity(String name, String countryCode,
                    String district, Integer population) {
        updateQuery.update(new Object[] { name, countryCode,
                district, population });
        return getLastId();
    }
    protected Integer getLastId() {
        return idQuery.run();
    }
}
```

You can see that we only operate on abstract query objects here and do not deal directly with the JDBC API. Also, this is the complete implementation. All of our transaction management will be dealt with in the configuration. To get the configuration started, we need to create the DAO.

```xml
<bean id="dao" class="code.Ex3DaoImpl">
    <property name="dataSource" ref="dataSource"/>
    <property name="updateQuery">...</property>
    <property name="idQuery">...</property>
</bean>
```
Now we need to set up the transaction configuration. The first thing we must do is create transaction manager to manage the data source and a specification of what transaction properties are required for the dao methods.

```xml
<bean id="transactionManager" class="org.springframework.jdbc.datasource.DataSourceTransactionManager">
    <property name="dataSource" ref="dataSource"/>
</bean>
<tx:advice id="txAdvice" transaction-manager="transactionManager">
    <tx:attributes>
        <tx:method name="*"/>
    </tx:attributes>
</tx:advice>
```

The preceding code creates a transaction manager that handles transactions for the data source provided to it. The txAdvice uses this transaction manager and the attributes specify to create a transaction for all methods. Finally we need to apply this advice with an AOP pointcut.

```xml
<aop:config>
    <aop:pointcut id="daoMethods" expression="execution(* code.Ex3Dao.*(..))"/>
    <aop:advisor advice-ref="txAdvice" pointcut-ref="daoMethods"/>
</aop:config>
```

This basically says that all methods called on the Ex3Dao interface will be wrapped in a transaction. To make use of this, we only have to retrieve the dao from the application context and call a method on the dao instance.

```java
Ex3Dao dao = (Ex3Dao) ctx.getBean("dao");
Integer id = dao.createCity(name, countryCode, district, pop);
```

We can verify from this that there is no transaction management happening in our Java code and it is all configured with Spring. This is a very powerful notion and regarded as one of the most beneficial features of Spring.

### 3.13.3 Connection Pooling with Spring

In many situations, such as web applications, there will be a large number of small database transactions. When this is the case, it usually makes sense to create a pool of database connections available for web requests as needed. Although MySQL does not spawn an extra process when a connection is made, there is still a small amount of overhead to create and set up the connection. Pooling of connections also alleviates problems such as collecting large amounts of sockets in the TIME_WAIT state.

Setting up pooling of MySQL connections with Spring is as simple as changing the data source configuration in the application context. There are a number of configurations that we can use. The first example is based on the Jakarta Commons DBCP library. The example below replaces the source configuration that was based on DriverManagerDataSource with DBCP's BasicDataSource.

```xml
<bean id="dataSource" destroy-method="close" class="org.apache.commons.dbcp.BasicDataSource">
    <property name="driverClassName" value="${db.driver}"/>
    <property name="url" value="${db.jdbcurl}"/>
    <property name="username" value="${db.username}"/>
    <property name="password" value="${db.password}"/>
    <property name="initialSize" value="3"/>
</bean>
```

The configuration of the two solutions is very similar. The difference is that DBCP will pool connections to the database instead of creating a new connection every time one is requested. We have also set
Troubleshooting Connector/J Applications

a parameter here called initialSize. This tells DBCP that we want three connections in the pool when it is created.

3.14 Troubleshooting Connector/J Applications

This section explains the symptoms and resolutions for the most commonly encountered issues with applications using MySQL Connector/J.

Questions

• 3.14.1: When I try to connect to the database with MySQL Connector/J, I get the following exception:

SqlException: Server configuration denies access to data source
SQLState: 08001
VendorError: 0

What is going on? I can connect just fine with the MySQL command-line client.

• 3.14.2: My application throws an SQLException ‘No Suitable Driver’. Why is this happening?

• 3.14.3: I'm trying to use MySQL Connector/J in an applet or application and I get an exception similar to:

SqlException: Cannot connect to MySQL server on host:3306. Is there a MySQL server running on the machine/port you are trying to connect to?
(java.security.AccessControlException)
SQLState: 08S01
VendorError: 0

• 3.14.4: I have a servlet/application that works fine for a day, and then stops working overnight

• 3.14.5: I cannot connect to the MySQL server using Connector/J, and I'm sure the connection parameters are correct.

• 3.14.6: Updating a table that contains a primary key that is either FLOAT or compound primary key that uses FLOAT fails to update the table and raises an exception.

• 3.14.7: I get an ER_NET_PACKET_TOO_LARGE exception, even though the binary blob size I want to insert using JDBC is safely below the max_allowed_packet size.

• 3.14.8: What should I do if I receive error messages similar to the following: “Communications link failure – Last packet sent to the server was X ms ago”?

• 3.14.9: Why does Connector/J not reconnect to MySQL and re-issue the statement after a communication failure instead of throwing an Exception, even though I use the autoReconnect connection string option?

• 3.14.10: How can I use 3-byte UTF8 with Connector/J?

• 3.14.11: How can I use 4-byte UTF8 (utf8mb4) with Connector/J?

• 3.14.12: Using useServerPrepStmts=false and certain character encodings can lead to corruption when inserting BLOBs. How can this be avoided?

Questions and Answers

3.14.1: When I try to connect to the database with MySQL Connector/J, I get the following exception:

SqlException: Server configuration denies access to data source
SQLState: 08001
What is going on? I can connect just fine with the MySQL command-line client.

Connector/J normally uses TCP/IP sockets to connect to MySQL (see Section 3.5.9, “Connecting Using Unix Domain Sockets” and Section 3.5.10, “Connecting Using Named Pipes” for exceptions). The security manager on the MySQL server uses its grant tables to determine whether a TCP/IP connection is permitted. You must therefore add the necessary security credentials to the MySQL server for the connection by issuing a `GRANT` statement to your MySQL Server. See GRANT Statement, for more information.

**Warning**

Changing privileges and permissions improperly on MySQL can potentially cause your server installation to have non-optimal security properties.

**Note**

Testing your connectivity with the `mysql` command-line client will not work unless you add the `--host` flag, and use something other than `localhost` for the host. The `mysql` command-line client will try to use Unix domain sockets if you use the special host name `localhost`. If you are testing TCP/IP connectivity to `localhost`, use `127.0.0.1` as the host name instead.

3.14.2: My application throws an SQLException ‘No Suitable Driver’. Why is this happening?

There are three possible causes for this error:

- The Connector/J driver is not in your `CLASSPATH`, see Section 3.3, “Connector/J Installation”.

- The format of your connection URL is incorrect, or you are referencing the wrong JDBC driver.

- When using DriverManager, the `jdbc.drivers` system property has not been populated with the location of the Connector/J driver.

3.14.3: I’m trying to use MySQL Connector/J in an applet or application and I get an exception similar to:

```
SQLException: Cannot connect to MySQL server on host:3306.
Is there a MySQL server running on the machine/port you are trying to connect to?
(java.security.AccessControlException)
SQLState: 08S01
VendorError: 0
```

Either you’re running an Applet, your MySQL server has been installed with the `skip_networking` system variable enabled, or your MySQL server has a firewall sitting in front of it.

Applets can only make network connections back to the machine that runs the web server that served the `.class` files for the applet. This means that MySQL must run on the same machine (or you must have some sort of port re-direction) for this to work. This also means that you will not be able to test applets from your local file system, but must always deploy them to a web server.

Connector/J normally uses TCP/IP sockets to connect to MySQL (see Section 3.5.9, “Connecting Using Unix Domain Sockets” and Section 3.5.10, “Connecting Using Named Pipes” for exceptions). TCP/IP communication with MySQL can be affected by the `skip_networking` system variable or the server firewall. If MySQL has been started with `skip_networking` enabled, you need to comment it out in the file `/etc/mysql/my.cnf` or `/etc/my.cnf` for TCP/IP connections to work. (Note that your server configuration file might also exist in the `data` directory of your MySQL server, or somewhere else, depending on how MySQL was compiled; binaries created by Oracle always look for `/etc/my.cnf` and `datadir/my.cnf`; see Using Option Files for details.) If your MySQL server has been firewalled, you will need to have the firewall configured to allow TCP/IP connections from the
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host where your Java code is running to the MySQL server on the port that MySQL is listening to (by default, 3306).

3.14.4: I have a servlet/application that works fine for a day, and then stops working overnight

MySQL closes connections after 8 hours of inactivity. You either need to use a connection pool that handles stale connections or use the autoReconnect parameter (see Section 3.5.3, “Configuration Properties”).

Also, catch SQLExceptions in your application and deal with them, rather than propagating them all the way until your application exits. This is just good programming practice. MySQL Connector/J will set the SQLState (see java.sql.SQLException.getSQLState() in your API docs) to 08S01 when it encounters network-connectivity issues during the processing of a query. Attempt to reconnect to MySQL at this point.

The following (simplistic) example shows what code that can handle these exceptions might look like:

**Example 3.12 Connector/J: Example of transaction with retry logic**

```java
public void doBusinessOp() throws SQLException {
    Connection conn = null;
    Statement stmt = null;
    ResultSet rs = null;
    //
    // How many times do you want to retry the transaction
    // (or at least _getting_ a connection)?
    //
    int retryCount = 5;
    boolean transactionCompleted = false;
    do {
        try {
            conn = getConnection(); // assume getting this from a
            // javax.sql.DataSource, or the
            // java.sql.DriverManager
            conn.setAutoCommit(false);
            //
            // Okay, at this point, the 'retry-ability' of the
            // transaction really depends on your application logic,
            // whether or not you're using autocommit (in this case
            // not), and whether you're using transactional storage
            // engines
            //
            // For this example, we'll assume that it's _not_ safe
            // to retry the entire transaction, so we set retry
            // count to 0 at this point
            //
            // If you were using exclusively transaction-safe tables,
            // or your application could recover from a connection going
            // bad in the middle of an operation, then you would not
            // touch 'retryCount' here, and just let the loop repeat
            // until retryCount == 0.
            //
            retryCount = 0;
            stmt = conn.createStatement();
            String query = "SELECT foo FROM bar ORDER BY baz";
            rs = stmt.executeQuery(query);
            while (rs.next()) {
                //
                rs.close();
                rs = null;
                stmt.close();
                stmt = null;
                conn.commit();
                conn.close();
                conn = null;
                transactionCompleted = true;
            } catch (SQLException sqlEx) {
                //
                // The two SQL states that are 'retry-able' are 08S01
            }
        } catch (SQLException sqlEx) {
            //
        }
    } catch (SQLException sqlEx) {
        //
    }
    conn.commit();
    conn.close();
}
```
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// for a communications error, and 40001 for deadlock.
//
// Only retry if the error was due to a stale connection,
// communications problem or deadlock
//
String sqlState = sqlEx.getSQLState();
if ("08S01".equals(sqlState) || "40001".equals(sqlState)) {
    retryCount -= 1;
} else {
    retryCount = 0;
}
} finally {
    if (rs != null) {
        try {
            rs.close();
        } catch (SQLException sqlEx) {
            // You'd probably want to log this...
        }
    }
    if (stmt != null) {
        try {
            stmt.close();
        } catch (SQLException sqlEx) {
            // You'd probably want to log this as well...
        }
    }
    if (conn != null) {
        try {
            // If we got here, and conn is not null, the
            // transaction should be rolled back, as not
            // all work has been done
            try {
                conn.rollback();
            } finally {
                conn.close();
            }
        } catch (SQLException sqlEx) {
            // If we got an exception here, something
            // pretty serious is going on, so we better
            // pass it up the stack, rather than just
            // logging it...
            throw sqlEx;
        }
    }
} while (!transactionCompleted && (retryCount > 0));

Note

Use of the autoReconnect option is not recommended because there is no safe method of reconnecting to the MySQL server without risking some corruption of the connection state or database state information. Instead, use a connection pool, which will enable your application to connect to the MySQL server using an available connection from the pool. The autoReconnect facility is deprecated, and may be removed in a future release.

3.14.5: I cannot connect to the MySQL server using Connector/J, and I’m sure the connection parameters are correct.

Make sure that the skipNetworking system variable has not been enabled on your server. Connector/J must be able to communicate with your server over TCP/IP; named sockets are not supported. Also ensure that you are not filtering connections through a firewall or other network security system. For more information, see Can't connect to [local] MySQL server.

3.14.6: Updating a table that contains a primary key that is either FLOAT or compound primary key that uses FLOAT fails to update the table and raises an exception.
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Connector/J adds conditions to the `WHERE` clause during an `UPDATE` to check the old values of the primary key. If there is no match, then Connector/J considers this a failure condition and raises an exception.

The problem is that rounding differences between supplied values and the values stored in the database may mean that the values never match, and hence the update fails. The issue will affect all queries, not just those from Connector/J.

To prevent this issue, use a primary key that does not use `FLOAT`. If you have to use a floating point column in your primary key, use `DOUBLE` or `DECIMAL` types in place of `FLOAT`.

3.14.7: I get an `ER_NET_PACKET_TOO_LARGE` exception, even though the binary blob size I want to insert using JDBC is safely below the `max_allowed_packet` size.

This is because the `hexEscapeBlock()` method in `com.mysql.cj.AbstractPreparedQuery.streamToBytes()` may almost double the size of your data.

3.14.8: What should I do if I receive error messages similar to the following: “Communications link failure – Last packet sent to the server was X ms ago”?

Generally speaking, this error suggests that the network connection has been closed. There can be several root causes:

- Firewalls or routers may clamp down on idle connections (the MySQL client/server protocol does not ping).
- The MySQL Server may be closing idle connections that exceed the `wait_timeout` or `interactive_timeout` threshold.

Although network connections can be volatile, the following can be helpful in avoiding problems:

- Ensure connections are valid when used from the connection pool. Use a query that starts with `/* ping */` to execute a lightweight ping instead of full query. Note, the syntax of the ping needs to be exactly as specified here.
- Minimize the duration a connection object is left idle while other application logic is executed.
- Explicitly validate the connection before using it if the connection has been left idle for an extended period of time.
- Ensure that `wait_timeout` and `interactive_timeout` are set sufficiently high.
- Ensure that `tcpKeepalive` is enabled.
- Ensure that any configurable firewall or router timeout settings allow for the maximum expected connection idle time.

**Note**

Do not expect to be able to reuse a connection without problems if it has been lying idle for a period. If a connection is to be reused after being idle for any length of time, ensure that you explicitly test it before reusing it.

3.14.9: Why does Connector/J not reconnect to MySQL and re-issue the statement after a communication failure instead of throwing an Exception, even though I use the `autoReconnect` connection string option?

There are several reasons for this. The first is transactional integrity. The MySQL Reference Manual states that “there is no safe method of reconnecting to the MySQL server without risking some corruption of the connection state or database state information”. Consider the following series of statements for example:
Consider the case where the connection to the server fails after the \texttt{UPDATE} to \texttt{checking_account}. If no exception is thrown, and the application never learns about the problem, it will continue executing. However, the server did not commit the first transaction in this case, so that will get rolled back. But execution continues with the next transaction, and increases the \texttt{savings_account} balance by 1000. The application did not receive an exception, so it continued regardless, eventually committing the second transaction, as the commit only applies to the changes made in the new connection. Rather than a transfer taking place, a deposit was made in this example.

Note that running with \texttt{autocommit} enabled does not solve this problem. When \texttt{Connector/J} encounters a communication problem, there is no means to determine whether the server processed the currently executing statement or not. The following theoretical states are equally possible:

- The server never received the statement, and therefore no related processing occurred on the server.
- The server received the statement, executed it in full, but the response was not received by the client.

If you are running with \texttt{autocommit} enabled, it is not possible to guarantee the state of data on the server when a communication exception is encountered. The statement may have reached the server, or it may not. All you know is that communication failed at some point, before the client received confirmation (or data) from the server. This does not only affect \texttt{autocommit} statements though. If the communication problem occurred during \texttt{Connection.commit()}, the question arises of whether the transaction was committed on the server before the communication failed, or whether the server received the commit request at all.

The second reason for the generation of exceptions is that transaction-scoped contextual data may be vulnerable, for example:

- Temporary tables.
- User-defined variables.
- Server-side prepared statements.

These items are lost when a connection fails, and if the connection silently reconnects without generating an exception, this could be detrimental to the correct execution of your application.

In summary, communication errors generate conditions that may well be unsafe for \texttt{Connector/J} to simply ignore by silently reconnecting. It is necessary for the application to be notified. It is then for the application developer to decide how to proceed in the event of connection errors and failures.

3.14.10: How can I use 3-byte UTF8 with \texttt{Connector/J}?

\textbf{For 8.0.12 and earlier:} To use 3-byte UTF8 with \texttt{Connector/J} set \texttt{characterEncoding=utf8} and set \texttt{useUnicode=true} in the connection string.

\textbf{For 8.0.13 and later:} Because there is no Java-style character set name for \texttt{utf8mb3} that you can use with the connection option \texttt{characterEncoding}, the only way to use \texttt{utf8mb3} as your connection character set is to use a \texttt{utf8mb3} collation (for example, \texttt{utf8_general_ci}) for the connection option \texttt{connectionCollation}, which forces a \texttt{utf8mb3} character set to be used. See Section 3.5.7, “Using Character Sets and Unicode” for details.

3.14.11: How can I use 4-byte UTF8 (\texttt{utf8mb4}) with \texttt{Connector/J}?
Known Issues and Limitations

To use 4-byte UTF8 with Connector/J configure the MySQL server with `character_set_server=utf8mb4`. Connector/J will then use that setting, if `characterEncoding` and `connectionCollation` have not been set in the connection string. This is equivalent to autodetection of the character set. See Section 3.5.7, “Using Character Sets and Unicode” for details. For 8.0.13 and later: You can use `characterEncoding=UTF-8` to use `utf8mb4`, even if `character_set_server` on the server has been set to something else.

3.14.12: Using `useServerPrepStmts=false` and certain character encodings can lead to corruption when inserting BLOBs. How can this be avoided?

When using certain character encodings, such as SJIS, CP932, and BIG5, it is possible that BLOB data contains characters that can be interpreted as control characters, for example, backslash, \`. This can lead to corrupted data when inserting BLOBs into the database. There are two things that need to be done to avoid this:

1. Set the connection string option `useServerPrepStmts` to `true`.
2. Set `SQL_MODE` to `NO_BACKSLASH_ESCAPES`.

3.15 Known Issues and Limitations

The following are some known issues and limitations for MySQL Connector/J:

- When Connector/J retrieves timestamps for a daylight saving time (DST) switch day using the `getTimeStamp()` method on the result set, some of the returned values might be wrong. The errors can be avoided by using the following connection options when connecting to a database:

  ```
  serverTimezone=UTC
  ```

- The functionality of the property `elideSetAutoCommits` has been disabled due to Bug# 66884. Any value given for the property is ignored by Connector/J.

- MySQL Server uses a proleptic Gregorian calendar internally. However, Connector/J uses `java.sql.Date`, which is non-proleptic. Therefore, when setting and retrieving dates that were before the Julian-Gregorian cutover (October 15, 1582) using the `PreparedStatement` methods, always supply explicitly a proleptic Gregorian calendar to the `setDate()` and `getDate()` methods, in order to avoid possible errors with dates stored to and calculated by the server.

- For MySQL 8.0.14 and later, 5.7.25 and later, and 5.6.43 and later: To use Windows named pipes for connections, the MySQL Server that Connector/J wants to connect to must be started with the system variable `named_pipe_full_access_group`; see Section 3.5.10, “Connecting Using Named Pipes” for details.

- Because Connector/J does not enable connections with TLSv1.2 and higher by default due to compatibility issues, when connecting to servers that restrict connections to use those higher TLS versions, you might encounter `com.mysql.cj.exceptions.CJCommunicationsException: javax.net.ssl.SSLHandshakeException: No appropriate protocol (protocol is disabled or cipher suites are inappropriate)`. You need to enable connections with TLSv1.2 and higher versions using the `enabledTLSProtocols` connection property. See Section 3.5.8, “Connecting Securely Using SSL” for details.

3.16 Connector/J Support

3.16.1 Connector/J Community Support

You can join the `#connectors` channel in the MySQL Community Slack workspace, where you can get help directly from MySQL developers and other users.

3.16.2 How to Report Connector/J Bugs or Problems
How to Report Connector/J Bugs or Problems

The normal place to report bugs is http://bugs.mysql.com/, which is the address for our bugs database. This database is public, and can be browsed and searched by anyone. If you log in to the system, you will also be able to enter new reports.

If you find a sensitive security bug in MySQL Server, please let us know immediately by sending an email message to <secalert_us@oracle.com>. Exception: Support customers should report all problems, including security bugs, to Oracle Support at http://support.oracle.com/.

Writing a good bug report takes patience, but doing it right the first time saves time both for us and for yourself. A good bug report, containing a full test case for the bug, makes it very likely that we will fix sooner rather than later.

This section will help you write your report correctly so that you do not waste your time doing things that may not help us much or at all.

If you have a repeatable bug report, please report it to the bugs database at http://bugs.mysql.com/. Any bug that we are able to repeat has a high chance of being fixed sooner rather than later.

To report other problems, you can use one of the MySQL mailing lists.

Remember that it is possible for us to respond to a message containing too much information, but not to one containing too little. People often omit facts because they think they know the cause of a problem and assume that some details do not matter.

A good principle is this: If you are in doubt about stating something, state it. It is faster and less troublesome to write a couple more lines in your report than to wait longer for the answer if we must ask you to provide information that was missing from the initial report.

The most common errors made in bug reports are (a) not including the version number of Connector/J or MySQL used, and (b) not fully describing the platform on which Connector/J is installed (including the JVM version, and the platform type and version number that MySQL itself is installed on).

This is highly relevant information, and in 99 cases out of 100, the bug report is useless without it. Very often we get questions like, “Why doesn't this work for me?” Then we find that the feature requested was not implemented in that MySQL version, or that a bug described in a report has already been fixed in newer MySQL versions.

Sometimes the error is platform-dependent; in such cases, it is next to impossible for us to fix anything without knowing the operating system and the version number of the platform.

If at all possible, create a repeatable, standalone testcase that doesn't involve any third-party classes.

To streamline this process, we ship a base class for testcases with Connector/J, named ‘com.mysql.cj.jdbc.util.BaseBugReport’. To create a testcase for Connector/J using this class, create your own class that inherits from com.mysql.cj.jdbc.util.BaseBugReport and override the methods setUp(), tearDown() and runTest().

In the setUp() method, create code that creates your tables, and populates them with any data needed to demonstrate the bug.

In the runTest() method, create code that demonstrates the bug using the tables and data you created in the setUp method.

In the tearDown() method, drop any tables you created in the setUp() method.

In any of the above three methods, use one of the variants of the getConnection() method to create a JDBC connection to MySQL:

- getConnection() - Provides a connection to the JDBC URL specified in getUrl(). If a connection already exists, that connection is returned, otherwise a new connection is created.
• `getNewConnection()` - Use this if you need to get a new connection for your bug report (that is, there is more than one connection involved).

• `getConnection(String url)` - Returns a connection using the given URL.

• `getConnection(String url, Properties props)` - Returns a connection using the given URL and properties.

If you need to use a JDBC URL that is different from 'jdbc:mysql://test', override the method `getUrl()` as well.

Use the `assertTrue(boolean expression)` and `assertTrue(String failureMessage, boolean expression)` methods to create conditions that must be met in your testcase demonstrating the behavior you are expecting (vs. the behavior you are observing, which is why you are most likely filing a bug report).

Finally, create a `main()` method that creates a new instance of your testcase, and calls the `run` method:

```java
public static void main(String[] args) throws Exception {
    new MyBugReport().run();
}
```

Once you have finished your testcase, and have verified that it demonstrates the bug you are reporting, upload it with your bug report to http://bugs.mysql.com/. 
# Chapter 4 MySQL Connector/.NET Developer Guide

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MySQL Connector/NET is the connector that enables .NET applications to communicate with MySQL servers.

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

For legal information, see the Legal Notices.

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

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

4.1 Introduction to MySQL Connector/NET

MySQL Connector/NET enables you to develop .NET applications that require secure, high-performance data connectivity with MySQL. It implements the required ADO.NET interfaces and integrates into ADO.NET-aware tools. You can build applications using your choice of .NET languages. Connector/NET is a fully managed ADO.NET data provider written in 100% pure C#. It does not use the MySQL C client library.

Connector/NET source code and tests are available from the NuGet Gallery and GitHub. For notes detailing the changes in each release of Connector/NET, see MySQL Connector/NET Release Notes.

Connector/NET includes full support for:

• Features provided by MySQL Server, up to and including the MySQL 8.0 release series.
• MySQL as a document store (NoSQL), along with X Protocol connection support to access MySQL data using X Plugin ports.
• Large-packet support for sending and receiving rows and BLOB values up to 2 gigabytes in size.
• Protocol compression, which enables compressing the data stream between the client and server.
• Connections using TCP/IP sockets, named pipes, or shared memory on Windows.
• Connections using TCP/IP sockets or Unix sockets on Unix.
• Encrypted connections using:
  • TLSv1.2 protocol over TCP/IP with Connector/NET 8.0.11 or higher.
  • TLSv1.3 protocol over TCP/IP with Connector/NET 8.0.20 or higher.
  • .NET Standard and runs on the Universal Windows Platform (UWP) .NET implementation.
  • Entity Framework 6 and Entity Framework Core to migrate data to and from MySQL data tables.
• The Open Source Mono framework developed by Novell.
Connector/NET supports Microsoft Visual Studio 2013, 2015, 2017, and 2019, although the extent of support may be limited depending on the versions of Connector/NET and Visual Studio you use. For details, see Section 4.2, “Connector/NET Versions”.

Key Topics

- For connection string properties when using the `MySqlConnection` class, see Section 4.4.5, “Connector/NET 8.0 Connection Options Reference”.

### 4.2 Connector/NET Versions

There are two Connector/NET release series described in this guide:

- MySQL Connector/NET 8.0 is a continuation of Connector/NET 7.0, but now named to synchronize the first digit of the version number with the (highest) MySQL server version it supports. This version combines the functionality of the previous Connector/NET release series, including support for X Protocol.

  MySQL Connector/NET 8.0 is highly recommended for use with MySQL Server 8.0, 5.7, and 5.6. Please upgrade to MySQL Connector/NET 8.0.

- MySQL Connector/NET 6.10 has reached end-of-service. It includes Entity Framework Core support and enables compression in the .NET Core driver implementation. Provides expanded cross-platform support to Linux and macOS when using .NET Core.

Secure connections using the TLSv1.2 protocol require a minimum version of either Connector/NET 6.10.4 or Connector/NET 8.0.11 (Commercial and Community Editions). In addition, the Microsoft Windows or Microsoft Windows Server host must support TLSv1.2 (enabled manually or by default). Connections made using Windows named pipes or shared memory do not support the TLSv1.2 protocol. For general guidance about configuring the server and clients for encrypted connections, see Configuring MySQL to Use Encrypted Connections.

**Note**

.NET 5.0, .NET Core 3.1, and .NET Framework 4.8 (Windows only) include support for the TLSv1.3 protocol. Be sure to confirm that the operating system running your application also supports TLSv1.3 before using it exclusively for connections.

The following table shows the versions of ADO.NET, .NET (Core and Framework), and MySQL Server that are supported or required by MySQL Connector/NET.

<table>
<thead>
<tr>
<th>Connector/NET Version</th>
<th>ADO.NET Version</th>
<th>.NET Version Required</th>
<th>MySQL Server</th>
<th>Supported?</th>
</tr>
</thead>
<tbody>
<tr>
<td>8.0</td>
<td>2.x+</td>
<td>• C/NET 8.0.23+: .NET 5.0 for VS 2019 (v16.8) and VS 2019 for Mac (v8.8); .NET Core 3.1 for VS 2019 (version 16.4 or higher); .NET Framework 4.8 for VS 2019 (version 16.3 or higher)</td>
<td>8.0, 5.7, 5.6</td>
<td>Yes</td>
</tr>
<tr>
<td>Connector/NET Version</td>
<td>ADO.NET Version</td>
<td>.NET Version Required</td>
<td>MySQL Server</td>
<td>Supported?</td>
</tr>
<tr>
<td>-----------------------</td>
<td>----------------</td>
<td>----------------------</td>
<td>--------------</td>
<td>-----------</td>
</tr>
<tr>
<td>• C/NET 8.0.20+: .NET Core 3.1 for VS 2019 (version 16.4 or higher); .NET Framework 4.8 for VS 2019 (version 16.3 or higher)</td>
<td></td>
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<td></td>
<td></td>
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<tr>
<td>• C/NET 8.0.19+: .NET Core 3.0 for VS 2019 (version 16.3 or higher); .NET Framework 4.8 for VS 2019 (version 16.3 or higher)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>• C/NET 8.0.18+: .NET Core 3.0 for VS 2019 (version 16.3 or higher)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>• C/NET 8.0.17+: .NET Core 2.2 for VS 2017 (version 15.0.9 or higher), .NET Core 2.1 for VS 2017 (version 15.0.7 or higher)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>• C/NET 8.0.10+: .NET Core 2.0 for VS 2017 (version 15.0.3 or higher)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>• C/NET 8.0.8+: .NET Framework 4.5.x for VS 2013 / 2015 / 2017</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
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</table>

6.10 archive version 2.x+ • C/NET 6.10.9+: .NET Core 2.2 for VS 2017 (version 15.0.9 or higher), .NET Core 2.1 for VS 2017 (version 15.0.7 or higher) • C/NET 6.10.5+: .NET Core 2.0 for VS 2017 (version 15.0.3 or higher) Upgrade to 8.0

The following versions of Connector/NET are no longer supported:

- MySQL Connector/NET 7.0 includes support for the X Protocol (development milestone releases only).

- MySQL Connector/NET 6.9 includes new features such as a MySQL web personalization, sitemap, and simple membership providers. It also includes support for MySQL for Visual Studio 1.2 (or higher).

- Connector/NET 6.8 includes new features such as Entity Framework 6 support, added idempotent script for Entity Framework 6 migrations, changed EF migration history table to use a single column as primary key, removed installer validation when MySQL for Visual Studio is installed, and support for MySQL for Visual Studio 1.1. This version of Connector/NET is no longer supported.

- Connector/NET 6.7 includes new features such as Entity Framework 5 support, built-in Load Balancing (to be used with a back end implementing either MySQL Replication or MySQL Clustering), a Memcached client (compatible with InnoDB Memcached plugin) and support for Windows Runtime (WinRT) to write store apps. This version also removes all features related to Visual Studio Integration, which are provided in a separate product, MySQL for Visual Studio. This version of Connector/NET is no longer supported.

- Connector/NET 6.6 includes new features such as stored procedure debugging in Microsoft Visual Studio, support for pluggable authentication including the ability to write your own authentication
plugins, Entity Framework 4.3 Code First support, and enhancements to partial trust support to allow hosting services to deploy applications without installing the Connector/NET library in the GAC.

This version of Connector/NET is no longer supported.

• Connector/NET 6.5 includes new features such as interceptor classes for exceptions and commands, support for the MySQL 5.6+ fractional seconds feature, better partial-trust support, and better IntelliSense, including auto-completion when editing stored procedures or .mysql files.

This version of Connector/NET is no longer supported.

• Connector/NET 6.4 includes new features such as support for Windows authentication (when connecting to MySQL Server 5.5+), table caching on the client side, simple connection fail-over support, and improved SQL generation from the Entity Framework provider.

This version of Connector/NET is no longer supported.

• Connector/NET 6.3 includes new features such as integration with Visual Studio 2010, such as the availability of DDL T4 template for Entity Framework, and a custom MySQL SQL Editor. Other features include refactored transaction scope: Connector/NET now supports nested transactions in a scope where they use the same connection string.

This version of Connector/NET is no longer supported.

• Connector/NET 6.2 includes new features such as a new logging system and client SSL certificates.

This version of Connector/NET is no longer supported.

• Connector/NET 6.1 includes new features such as the MySQL Website Configuration Tool, and a Session State Provider.

This version of Connector/NET is no longer supported.

• Connector/NET 6.0 includes support for UDF schema collection, Initial Entity Framework, and use of the traditional SQL Server buttons in Visual Studio for keys, indexes, and so on.

This version of Connector/NET is no longer supported.

• Connector/NET 5.2 includes support for a new membership and role providers, Compact Framework 2.0, a new stored procedure parser and improvements to GetSchema. Connector/NET 5.2 also includes the Visual Studio Plugin as a standard installable component.

This version of Connector/NET is no longer supported.

• Connector/NET 5.1 includes support for a new membership and role providers, Compact Framework 2.0, a new stored procedure parser and improvements to GetSchema. Connector/NET 5.1 also includes the Visual Studio Plugin as a standard installable component.

This version of Connector/NET is no longer supported.

• Connector/NET 5.0 includes full support for the ADO.NET 2.0 interfaces and subclasses, includes support for the usage advisor and performance monitor (PerfMon) hooks.

This version of Connector/NET is no longer supported.

• Connector/NET 1.0 includes full compatibility with the ADO.NET driver interface.

This version of Connector/NET is no longer supported.

The following table shows the .NET Framework version required and the MySQL server version supported by Connector/NET:
Table 4.2 Connector/NET Requirements for Related Products

<table>
<thead>
<tr>
<th>Connector/NET Version</th>
<th>ADO.NET Version Supported</th>
<th>.NET Framework Version Required</th>
<th>MySQL Server Version Required</th>
<th>Currently Supported</th>
</tr>
</thead>
<tbody>
<tr>
<td>7.0</td>
<td>2.x+</td>
<td>.NET Core 1.1 for VS 2015 / 2017; .NET Framework 4.5.x for VS 2013 / 2015 / 2017</td>
<td>5.7, 5.6</td>
<td>No</td>
</tr>
<tr>
<td>6.9</td>
<td>2.x+</td>
<td>3.5+ for VS 2008, 4.x+ for VS 2010 / 2012 / 2013, WinRT for VS 2012 / 2013</td>
<td>5.7, 5.6, 5.5</td>
<td>No</td>
</tr>
<tr>
<td>6.8</td>
<td>2.x+</td>
<td>3.5+ for VS 2008, 4.x+ for VS 2010 / 2012 / 2013, WinRT for VS 2012 / 2013</td>
<td>5.7, 5.6, 5.5, 5.1, 5.0</td>
<td>No</td>
</tr>
<tr>
<td>6.7</td>
<td>2.x+</td>
<td>2.x+ for VS 2008, 4.x+ for VS 2010 / 2012 / 2013, WinRT for VS 2012 / 2013</td>
<td>5.7, 5.6, 5.5, 5.1, 5.0</td>
<td>No</td>
</tr>
<tr>
<td>6.6</td>
<td>2.x+</td>
<td>2.x+ for VS 2008, 4.x+ for VS 2010 / 2012 / 2013</td>
<td>5.7, 5.6, 5.5, 5.1, 5.0</td>
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</tr>
<tr>
<td>6.5</td>
<td>2.x+</td>
<td>2.x+ for VS 2008, 4.x+ for VS 2010</td>
<td>5.7, 5.6, 5.5, 5.1, 5.0</td>
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<td>6.4</td>
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<td>2.x+, 4.x+ for VS 2010</td>
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<td>6.3</td>
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<td>2.x+, 4.x+ for VS 2010</td>
<td>5.6, 5.5, 5.1, 5.0</td>
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<td>2.x+</td>
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<td>2.x+</td>
<td>5.6, 5.5, 5.1, 5.0, 4.1</td>
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<tr>
<td>6.0</td>
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<td>5.5, 5.1, 5.0, 4.1</td>
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<td>5.2</td>
<td>2.x+</td>
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<td>1.0</td>
<td>1.x</td>
<td>1.x</td>
<td>5.0, 4.1, 4.0</td>
<td>No</td>
</tr>
</tbody>
</table>

4.3 Connector/NET Installation

MySQL Connector/NET runs on any platform that supports the .NET Standard (.NET Framework, .NET Core, and Mono). The .NET Framework is primarily supported on recent versions of Microsoft Windows and Microsoft Windows Server.

Cross-platform options:
Installing Connector/NET on Windows

• .NET Core provides support on Windows, macOS, and Linux.
• Open Source Mono platform provides support on Linux.

Connector/NET is available for download from the MySQL Installer, as a standalone MSI Installer, or from the NuGet gallery. The source code is available for download from MySQL Download MySQL Connector/NET or at GitHub from the MySQL Connector/NET repository.

4.3.1 Installing Connector/NET on Windows

On Microsoft Windows, you can install either through a binary installation process using a Connector/NET MSI, choose the MySQL Connector/NET product from the MySQL Installer, using NuGet, or by downloading and using the source code.

Before installing, ensure that your system is up to date, including installing the latest version of the .NET Framework or .NET Core. For additional information, see Section 4.2, "Connector/NET Versions".

4.3.1.1 Installing Connector/NET Using MySQL Installer

MySQL Installer provides an easy to use, wizard-based installation experience for all MySQL software on Windows. It can be used to install and upgrade your MySQL Connector/NET installation.

To use, download and install MySQL Installer.

After executing MySQL Installer, choose and install the Connector/NET product.

4.3.1.2 Installing Connector/NET Using the Standalone Installer

You can install MySQL Connector/NET through a Windows Installer (.msi) installation package, which can install Connector/NET on supported Windows operating systems. The MSI package is a file named mysql-connector-net-version.msi, where version indicates the Connector/NET version.

Note

Using the central MySQL Installer is recommended, instead of the standalone package that is documented in this section. The MySQL Installer is available for download at MySQL Installer.

To install Connector/NET:

1. Double-click the MSI installer file, and click Next to start the installation.

2. Choose the type of installation to perform (Typical, Custom, or Complete) and then click Next.
   • The typical installation is suitable in most cases. Click Typical and proceed to Step 5.
   • A Complete installation installs all the available files. To conduct a Complete installation, click the Complete button and proceed to step 5.
   • To customize your installation, including choosing the components to install and some installation options, click the Custom button and proceed to Step 3.

The Connector/NET installer will register the connector within the Global Assembly Cache (GAC) - this will make the Connector/NET component available to all applications, not just those where you explicitly reference the Connector/NET component. The installer will also create the necessary links in the Start menu to the documentation and release notes.

3. If you have chosen a custom installation, you can select the individual components to install, including the core interface component, supporting documentation options, examples, and the source code. Click Disk Usage to determine the disk-space requirements of your component choices.
Select the items and their installation level and then click Next to continue the installation.

4. You will be given a final opportunity to confirm the installation. Click Install to copy and install the files onto your computer. Use Back to return to the modify your component options.

5. When prompted, click Finish to exit the MSI installer.

Unless you choose a different folder, Connector/NET is installed in C:\Program Files (x86)\MySQL\MySQL Connector Net version (the version installed). New installations do not overwrite existing versions of Connector/NET.

You may also use the /quiet or /q command-line option with the msiexec tool to install the Connector/NET package automatically (using the default options) with no notification to the user. Using this method the user cannot select options. Additionally, no prompts, messages or dialog boxes will be displayed.

```
C:\> msiexec /package connector-net.msi /quiet
```

To provide a progress bar to the user during automatic installation, use the /passive option.

### 4.3.1.3 Installing Connector/NET Using NuGet

MySQL Connector/NET functionality is available as packages from NuGet, an open-source package manager for the Microsoft development platform (including .NET Core). The NuGet Gallery is the central software package repository populated with the most recent NuGet packages for Connector/NET.

You can install or upgrade one or more individual Connector/NET packages with NuGet, making it a convenient way to introduce existing technology, such as Entity Framework, to your project. NuGet manages dependencies across the related packages and all of the prerequisites are listed in the NuGet Gallery. For a description of each Connector/NET package, see Connector/NET Packages (NuGet).

**Important**

For projects that require Connector/NET assemblies to be stored in the GAC, integration with Entity Framework Designer (Visual Studio), or access to MySQL for Visual Studio, use MySQL Installer or the standalone MSI to install Connector/NET, rather than installing the NuGet packages.

### Consuming Connector/NET Packages with NuGet

The NuGet Gallery ([https://www.nuget.org/](https://www.nuget.org/)) provides several client tools that can help you install or upgrade Connector/NET packages. If you are not familiar with the tool options or processes, see Package consumption workflow to get started. After locating a package description in NuGet, confirm the following information:

- The identity and version number of the package are correct. Use the Version History list to select the current version.

- All of the prerequisites are installed. See the Dependencies list for details.

- The license terms are met. See the License Info link to view this information.

### Connector/NET Packages (NuGet)

Connector/NET provides the following five NuGet packages:

- **MySql.Data**
  
  This package contains the core functionality of Connector/NET, including using MySQL as a document store (with Connector/NET 8.0 only). It implements the required ADO.NET interfaces and integrates with ADO.NET-aware tools. In addition, the packages provides access to multiple versions of MySQL server and encapsulates database-specific protocols.
MySql.Web

The MySql.Web package includes support for the ASP.NET 2.0 provider model (see Section 4.6.2, “ASP.NET Provider Model and Tutorials”). This model enables you to focus on the business logic of your application, rather than having to recreate boilerplate items such as membership and roles support. The package supports the membership, role, profile, and session-state providers.


MySql.Data.EntityFramework

This package provides object-relational mapper (ORM) capabilities, which enables you to work with MySQL databases using domain-specific objects, thereby eliminating the need for most of the data access code. Select this package for your Entity Framework 6 applications (see Section 4.7.1, “Entity Framework 6 Support”).


MySql.Data.EntityFrameworkCore

This package is similar to the MySql.Data.EntityFramework package; however, it provides multi-platform support for Entity Framework tasks. Select this package for your Entity Framework Core applications (see Section 4.7.2, “Entity Framework Core Support”).

MySql.Data.EntityFrameworkCore.Design

The MySql.Data.EntityFrameworkCore.Design package includes shared design-time components for Entity Framework Core tools, which enable you to scaffold and migrate MySQL databases.

Note

Beginning with Connector/NET 8.0.20, the functionality provided in this package has been relocated to the MySql.Data.EntityFrameworkCoreCore package. The original MySql.Data.EntityFrameworkCoreCore.Design package is deprecated.

4.3.2 Installing Connector/NET on Unix with Mono

There is no installer available for installing the MySQL Connector/NET component on your Unix installation. Before installing, ensure that you have a working Mono project installation. To test whether your system has Mono installed, enter:

shell> mono --version

The version of the Mono JIT compiler is displayed.

To compile C# source code, make sure a Mono C# compiler is installed.

Note

There are three Mono C# compilers available: mcs, which accesses the 1.0-profile libraries, gmcs, which accesses the 2.0-profile libraries, and dmcs, which accesses the 4.0-profile libraries.

To install Connector/NET on Unix/Mono:

1. Download the mysql-connector-net-version-noinstall.zip and extract the contents to a directory of your choice, for example: ~/connector-net/.

2. In the directory where you unzipped the connector to, change into the bin subdirectory. Ensure the file MySql.Data.dll is present. This filename is case-sensitive.
3. You must register the Connector/NET component, `MySql.Data`, in the Global Assembly Cache (GAC). In the current directory enter the `gacutil` command:

```
root-shell> gacutil /i MySql.Data.dll
```

This will register `MySql.Data` into the GAC. You can check this by listing the contents of `/usr/lib/mono/gac`, where you will find `MySql.Data` if the registration has been successful.

You are now ready to compile your application. You must ensure that when you compile your application you include the Connector/NET component using the `-r:` command-line option. For example:

```
```

The referenced assemblies depend on the requirements of the application, but applications using Connector/NET must provide `-r:MySql.Data` at a minimum.

You can further check your installation by running the compiled program, for example:

```
shell> mono HelloWorld.exe
```

### 4.3.3 Installing Connector/NET from Source

Building MySQL Connector/NET from the source code enables you to customize build parameters and target platforms such as Linux and macOS. The procedures in this section describe how to build source with Microsoft Visual Studio (Windows or macOS) and .NET Core CLI (Windows, macOS, or Linux).

MySQL Connector/NET source code is available for download from [https://dev.mysql.com/downloads/connector/net/](https://dev.mysql.com/downloads/connector/net/). Select **Source Code** from the **Select Operating System** list. Use the **Archive** tab to download a previous version of Connector/NET source code.

Source code is packaged as a ZIP archive file with a name similar to `mysql-connector-net-8.0.19-src.zip`. Unzip the file to local directory.

The file includes the following directories with source files:

- **EFCore**: Source and test files for Entity Framework Core features.
- **EntityFramework**: Source and test files for Entity Framework 6 features.
- **MySQL.Data**: Source and test files for features using the MySQL library.
- **MySQL.Web**: Source and test files for the web providers, including the membership, role, profile providers that are used in ASP.NET or ASP.NET Core websites.

### Building Source Code with Visual Studio

The following procedure can be used to build the connector on Microsoft Windows or macOS. Connector/NET supports various versions of Microsoft Visual Studio and .NET libraries. For guidance about the Connector/NET version you intend to build, see Section 4.2, “Connector/NET Versions” before you begin.

1. Navigate to the root of the source code directory and then to the directory with the source files to build, such as `MySql.Data`. Each source directory contains a Microsoft Visual Studio solution file with the `.sln` (for example, `MySqlData.sln`).

2. Double-click the solutions file to start Visual Studio and open the solution.

Visual Studio opens the solution files in the Solution Explorer. All of the projects related to the solution also appear in the navigation tree. These related projects can include test files and the projects that your solutions requires.
3. Locate the project with the same name as the solution (MySql.Data in this example). Right-click the node and select Build from the context menu to build the solution.

**Building Source Code with .NET Core CLI**

The following procedure can be used to build the connector on Microsoft Windows, Linux, or macOS. A current version of the .NET Core SDK must be installed locally to execute dotnet commands. For additional usage information, visit [https://docs.microsoft.com/en-us/dotnet/core/tools/](https://docs.microsoft.com/en-us/dotnet/core/tools/).

1. Open a terminal such as PowerShell, Command Prompt, or bash.

   Navigate to the root of the source code directory and then to the directory with the source files to build, such as MySQL.Data.

2. Clean the output of the previous build.

   ```
   dotnet clean
   ```

3. Type the following command to build the solution file (MySql.Data.sln in this example) using the default command arguments:

   ```
   dotnet build
   ```

   **Solution and project default.** When no directory and file name is provided on the command line, the default value depends on the current directory. If the command is executed from the top directory, such as MySQL.Data, the solution file is selected (new with the .NET Core 3.0 SDK). Otherwise, if executed from the src subdirectory, the project file is used.

   **Configuration default, -c | --configuration.** Defaults to the Debug build configuration. Alternatively, -c Release is the other supported build configuration argument value.

   **Framework default, -f | --framework.** When no framework is specified on the command line, the solution or project is built for all possible frameworks that apply. To determine which frameworks are supported, use a text editor to open the related project file (for example, MySql.Data.csproj in the src subdirectory) and search for the <TargetFrameworks> element.

   To build source code on Linux and macOS, you must target .NET Standard (-f netstandard2.0 or -f netstandard2.1). To build source code on Microsoft Windows, you can target .NET Standard and .NET Framework (-f net452 or -f net48).

**4.4 Connector/NET Connections**

All interaction between a .NET application and the MySQL server is routed through a MySqlConnection object when using the classic MySQL protocol. Before your application can interact with the server, it must instantiate, configure, and open a MySqlConnection object.

Even when using the MySqlHelper class, a MySqlConnection object is created by the helper class. Likewise, when using the MySqlConnectionStringBuilder class to expose the connection options as properties, your application must open a MySqlConnection object.

This sections in this chapter describe how to connect to MySQL using the MySqlConnection object.

**4.4.1 Creating a Connector/NET Connection String**

The MySqlConnection object is configured using a connection string. A connection string contains several key-value pairs, separated by semicolons. In each key-value pair, the option name and its corresponding value are joined by an equal sign. For the list of option names to use in the connection string, see Section 4.4.5, "Connector/NET 8.0 Connection Options Reference".

The following is a sample connection string:

"server=127.0.0.1;uid=root;pwd=12345;database=test"
In this example, the `MySqlConnection` object is configured to connect to a MySQL server at `127.0.0.1`, with a user name of `root` and a password of `12345`. The default database for all statements will be the `test` database.

**Note**
Using the `@` symbol for parameters is now the preferred approach, although the old pattern of using `?` is still supported. To avoid conflicts when using the `@` symbol in combination with user variables, see the Allow User Variables connection string option in Section 4.4.5, “Connector/NET 8.0 Connection Options Reference”. The Old Syntax connection string option has now been deprecated.

Connector/NET supports several connection models:

- Opening a Connection to a Single Server
- Opening a Connection for Multiple Hosts with Failover
- Opening a Connection Using a Single DNS Domain

### Opening a Connection to a Single Server

After you have created a connection string it can be used to open a connection to the MySQL server.

The following code is used to create a `MySqlConnection` object, assign the connection string, and open the connection.

MySQL Connector/NET can also connect using the native Windows authentication plugin. See Section 4.5.3.1, “Using the Windows Native Authentication Plugin” for details.

You can further extend the authentication mechanism by writing your own authentication plugin. See Section 4.5.3.2, “Writing a Custom Authentication Plugin” for details.

#### Visual Basic Example

```vbnet
Dim conn As New MySql.Data.MySqlClient.MySqlConnection
Dim myConnectionString as String
myConnectionString = "server=127.0.0.1;" & "uid=root;" & "pwd=12345;" & "database=test"
Try
    conn.ConnectionString = myConnectionString
    conn.Open()
Catch ex As MySql.Data.MySqlClient.MySqlException
    MessageBox.Show(ex.Message)
End Try
```

#### C# Example

```csharp
using MySql.Data.MySqlClient;

string myConnectionString;
myConnectionString = "server=127.0.0.1;uid=root;pwd=12345;database=test";
try{
    conn = new MySqlConnection();
    conn.ConnectionString = myConnectionString;
    conn.Open();
}
catch (MySql.Data.MySqlClient.MySqlException ex) {
    MessageBox.Show(ex.Message);
}
```

You can also pass the connection string to the constructor of the `MySqlConnection` class:
Creating a Connector/NET Connection String

Visual Basic Example

```vbnet
Dim myConnectionString As String
myConnectionString = "server=127.0.0.1;" & "uid=root;" & "pwd=12345;" & "database=test"
Try
    Dim conn As New MySql.Data.MySqlClient.MySqlConnection(myConnectionString)
    conn.Open()
Catch ex As MySql.Data.MySqlClient.MySqlException
    MessageBox.Show(ex.Message)
End Try
```

C# Example

```csharp
MySql.Data.MySqlClient.MySqlConnection conn;
string myConnectionString;
myConnectionString = "server=127.0.0.1;uid=root;pwd=12345;database=test;";
try
{
    conn = new MySql.Data.MySqlClient.MySqlConnection(myConnectionString);
    conn.Open();
}
catch (MySql.Data.MySqlClient.MySqlException ex)
{
    MessageBox.Show(ex.Message);
}
```

After the connection is open, it can be used by the other Connector/NET classes to communicate with the MySQL server.

Opening a Connection for Multiple Hosts with Failover

Data used by applications can be stored on multiple MySQL servers to provide high availability. Connector/NET provides a simple way to specify multiple hosts in a connection string for cases in which multiple MySQL servers are configured for replication and you are not concerned about the precise server your application connects to in the set. For an example of how to configure multiple hosts with replication, see Using Replication & Load balancing.

Starting in Connector/NET 8.0.19, both classic MySQL protocol and X Protocol connections permit the use of multiple host names and multiple endpoints (a host:port pair) in a connection string or URI scheme. For example:

```text
// classic protocol example
"server=10.10.10.10:3306,192.101.10.2:3305,localhost:3306;uid=test;password=xxxx"

// X Protocol example
mysqlx://test:test@[192.1.10.10:3305,127.0.0.1:3306]
```

An updated failover approach selects the target for connection first by priority order, if provided, or random order when no priority is specified. If the attempted connection to a selected target is unsuccessful, Connector/NET selects a new target from the list until no more hosts are available. If enabled, Connector/NET uses connection pooling to manage unsuccessful connections (see Section 4.4.3, “Managing a Connection Pool in Connector/NET”).

Opening a Connection Using a Single DNS Domain

**Important**

To enable DNS-SRV in your .NET Framework project, avoid downloading the `MySql.Data.dll` package from the NuGet gallery. The package omits some libraries required by .NET Framework for this feature. Instead, download the no-install version of MySQL Connector/NET (`mysql-connector-net-8.0.19.msi`) from https://dev.mysql.com/downloads/connector/net/ and
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When multiple MySQL instances, such as a cluster of servers, provide the same service in your installation, you can apply DNS Service (SRV) records to provide failover, load balancing, and replication services. DNS SRV records remove the need for clients to identify each possible host in the connection string, or for connections to be handled by an additional software component. They can also be updated centrally by administrators when servers are added or removed from the configuration or when their host names are changed. DNS SRV records can be used in combination with connection pooling, in which case connections to hosts that are no longer in the current list of SRV records are removed from the pool when they become idle. For information about DNS SRV support in MySQL, see Connecting to the Server Using DNS SRV Records.

A service record is a specification of data managed by your domain name system that defines the location (host name and port number) of servers for the specified services. The record format defines the priority, weight, port, and target for the service as defined in the RFC 2782 specification (see https://tools.ietf.org/html/rfc2782). In the following SRV record example with four server targets (for _mysql._tcp.foo.abc.com.), Connector/NET uses the server selection order of foo2, foo1, foo3, and foo4.

<table>
<thead>
<tr>
<th>Name</th>
<th>TTL</th>
<th>Class</th>
<th>Priority</th>
<th>Weight</th>
<th>Port</th>
<th>Target</th>
</tr>
</thead>
<tbody>
<tr>
<td>_mysql._tcp.foo.abc.com.</td>
<td>86400</td>
<td>IN</td>
<td>0</td>
<td>5</td>
<td>3306</td>
<td>foo1.abc.com</td>
</tr>
<tr>
<td>_mysql._tcp.foo.abc.com.</td>
<td>86400</td>
<td>IN</td>
<td>0</td>
<td>10</td>
<td>3306</td>
<td>foo2.abc.com</td>
</tr>
<tr>
<td>_mysql._tcp.foo.abc.com.</td>
<td>86400</td>
<td>IN</td>
<td>10</td>
<td>5</td>
<td>3306</td>
<td>foo3.abc.com</td>
</tr>
<tr>
<td>_mysql._tcp.foo.abc.com.</td>
<td>86400</td>
<td>IN</td>
<td>20</td>
<td>5</td>
<td>3306</td>
<td>foo4.abc.com</td>
</tr>
</tbody>
</table>

To open a connection using DNS SRV records, add the `dns-srv` connection option to your connection string. For example:

**C# Example**

```csharp
var conn = new MySqlConnection("server=_mysql._tcp.foo.abc.com.;dns-srv=true;" + "user id=user;password=****;database=test");
```

For additional usage examples and restrictions for both classic MySQL protocol and X Protocol, see Options for Both Classic MySQL Protocol and X Protocol.

4.4.2 Connecting With TCP/IP Over SSH

SSH tunneling (or port forwarding) enables you to create a secure connection between your computer and a remote computer through which you can access MySQL data. SSH tunnels permit you to connect to a MySQL database from behind a firewall when the MySQL server port is blocked.

There are several considerations for connecting with standard TCP/IP over SSH:

- Your application (client to make the connection) requires authorization on the SSH server.
- The SSH server communicates with a MySQL server instance in an unencrypted or encrypted mode, based on the value selected for the `SslMode` connection option (or property). The default value of the option can vary, depending on the version of Connector/NET you use (see Options for Both Classic MySQL Protocol and X Protocol). The MySQL server instance does not require additional configuration for this type of connection.
- The `ConnectionProtocol` connection option (or property) must use the default value (`socket` or `tcp`) to establish a connection with standard TCP/IP over SSH.
- The SSH server name and port are configured using the `SshHostName` and `SshPort` connection options (or properties). To authenticate the client requesting a connection (specified by the `SshUserName` connection option or property), you can use one of the following strategies:

---

then add `v4.5.2\MySql.Data.dll` as a reference to your project. No other references are required if all items remain in the same location.

.NET Core projects can use the NuGet package directly to enable the DNS-SRV feature.
• **SshUserName** and **SshPassword** only

• **SshUserName** and **SshKeyFile** only

Your SSH server may require that you also provide the **SshPassPhrase** connection option (or property) when using a key file. An invalid pass phrase generates an exception.

• **SshUserName** and **SshKeyFile** (**SshPassPhrase**) and **SshPassword**

The combination of user name + key file (pass phrase) + password can perform fallback authentication when the key file and pass phrase are valid, but an error occurs on the server. Specifically, the first attempt to connect uses the key file, and if it fails, the next attempt to connect uses the password instead. If the SSH key file is null or empty, but the SSH password is provided, Connector/NET attempts to connect using the SSH password only.

You can configure SSH tunneling by using either Connector/NET 8.0.17 (or higher) connection-string options or class properties: the **MySqlConnectionStringBuilder** class for use with classic MySQL protocol or the **MySqlXConnectionStringBuilder** class for X Protocol. SSH tunnels to MySQL are supported with .NET Framework 4.5.2, .NET Standard 1.3 (.NET Core 1.1), and .NET Standard 2.2 (.NET Core 2.0).

### 4.4.2.1 SSH Ciphers in Connector/NET

This section includes the approved, deprecated, and invalid sets of SSH ciphers maintained by Connector/NET. The inclusion of ciphers and algorithms in the various lists can change over time.

**Approved SSH Ciphers**

Approved SSH ciphers and algorithms by category include:

• **Encryptions**
  • aes128-ctr
  • aes192-ctr
  • aes256-ctr

• **Host Key Algorithms**
  • ecdsa-sha2-nistp256
  • ecdsa-sha2-nistp384
  • ecdsa-sha2-nistp521
  • ssh-ed25519

• **Key Exchange Algorithms**
  • diffie-hellman-group-exchange-sha256

• **Keyed Hash Message Authentication Codes**
  • hmac-sha2-256
  • hmac-sha2-256-96
  • hmac-sha2-512
  • hmac-sha2-512-96
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Deprecated SSH Ciphers

Deprecated SSH ciphers and algorithms are available for legacy and interoperability purposes only. These items are subject to gradual phaseout (see Invalid SSH Ciphers).

The current set of deprecated ciphers and algorithms by category are:

- **Encryptions**
  - aes128-cbc
  - aes192-cbc
  - aes256-cbc

- **Host Key Algorithms**
  - ssh-rsa

- **Key Exchange Algorithms**
  - diffie-hellman-group14-sha1

- **Keyed Hash Message Authentication Codes**
  - hmac-sha1

Invalid SSH Ciphers

The following SSH ciphers and algorithms (by category) are no longer permitted:

- **Encryptions**
  - 3des-cbc
  - arcfour
  - arcfour128
  - arcfour256
  - blowfish-cbc
  - cast128-cbc
  - twofish-cbc
  - twofish192-cbc
  - twofish128-cbc
  - twofish256-cbc

- **Host Key Algorithms**
  - ssh-dss

- **Key Exchange Algorithms**
  - diffie-hellman-group-exchange-sha1
  - diffie-hellman-group1-sha1

- **Keyed Hash Message Authentication Codes**
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- hmac-md5
- hmac-md5-96
- hmac-ripemd160
- hmac-ripemd160@openssh.com
- hmac-sha1-96

4.4.2.2 SSH Connection Examples for Classic MySQL Protocol

The examples in this section demonstrate how to make classic MySQL protocol connections using standard TCP/IP over SSH:

- Basic SSH Connection with Defaults
- SSH Connection With Ports
- SSH Connection With Key File
- SSH Connection with Fallback

**Basic SSH Connection with Defaults**

This example shows the most basic form of the SSH tunnel connection. The MySQL port defaults to 3306 and the SSH port defaults to 22, because the values are not configured. Also, only a password is provided to authenticate to the SSH server. In this example, the connection is made using a `MySqlConnectionStringBuilder` object.

```csharp
var builder = new MySqlConnectionStringBuilder();
builder.UserID = "myUser";
builder.Password = "test";
builder.Server = "localhost";
builder.SshHostName = "10.0.0.2";
builder.SshUserName = "mySshUser";
builder.SshPassword = "sshtest";
using (var connection = new MySqlConnection(builder.ConnectionString))
{
    connection.Open();
    connection.Close();
}
```

**SSH Connection With Ports**

In this SSH tunneling example, the MySQL and SSH ports are configured to override the default values. Only a password is provided to authenticate to the SSH server. Note that the connection is made using a connection string.

```csharp
using (var connection = new MySqlConnection("uid=myUser;password=test;server=localhost;port=3307;sshHostName=10.0.0.2;sshUserName=mySshUser;sshPassword=sshtest;sshPort=23"))
{
    connection.Open();
    connection.Close();
}
```

**SSH Connection With Key File**

In addition to making the connection with a password, this example also includes a key file and pass phrase. Like the previous example, both the MySQL and SSH ports are configured.

```csharp
using (var connection = new MySqlConnection("uid=myUser;password=test;server=localhost;port=3307;sshHostName=10.0.0.2;sshUserName=mySshUser;sshKeyFile=C:\\keys\\myOpenSshKeyFile.ppk;sshPassPhrase=sshtest;sshPort=23"))
```
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{  
    connection.Open();  
    connection.Close();  
}

SSH Connection with Fallback

This example includes the SSH key file (without a pass phrase) and the SSH password. Because the key file is valid and the pass phrase is not required, the connection can fall back to the SSH password value if authentication with the SSH key file encounters an error on the server.

```csharp
var builder = new MySqlConnectionStringBuilder();
builder.UserID = "myUser";
builder.Password = "test";
builder.Server = "localhost";
builder.Port = 3307;
builder.SshHostName = "10.0.0.2";
builder.SshUserName = "mySshUser";
builder.SshKeyFile = @"C:\keys\noPassPhraseOpenSshKeyFile.ppk";
builder.SshPassword = "sshtest";
using (var connection = new MySqlConnection(builder.ConnectionString))
{
    connection.Open();
    connection.Close();
}
```

4.4.2.3 SSH Connection Examples for X Protocol

The examples in this section demonstrates how to make X Protocol connections using standard TCP/IP over SSH:

- Basic SSH Connection with Defaults
- SSH Connection With SSL Mode

Basic SSH Connection with Defaults

This example configures the SSH connection with a default value for the SSH port (22). However, because the connection uses X Protocol to establish the SSH tunnel, the default MySQL port (33060) is provided in the URI-like connection string.

```csharp
using (var session = MySQLX.GetSession("mysqlx://myUser:test@localhost:33060?sshHostName=10.0.0.2;sshUserName=mySshUser;sshPassword=sshtest"))
{
    session.Close();
}
```

SSH Connection With SSL Mode

This example creates the SSH tunnel for an anonymous object and it ensures that the use of SSL by denying the connection explicitly if the server does not support SSL.

```csharp
var sessionOptions = {
    UserID = "myUser",
    Password = "test",
    Server = "127.0.0.1",
    Port = 3307,
    SshHostName = "10.0.0.2",
    SshUserName = "mySshUser",
    SshKeyFile = @"C:\keys\myOpenSshKeyFile.ppk",
    SshPassPhrase = "sshtest",
    SslMode = MySqlSslMode.Required
};
using (var session = MySQLX.GetSession(sessionOptions))
{
    session.Close();
}
```
4.4.3 Managing a Connection Pool in Connector/NET

The MySQL Connector/NET supports connection pooling for better performance and scalability with database-intensive applications. This is enabled by default. You can turn it off or adjust its performance characteristics using the connection string options Pooling, Connection Reset, Connection Lifetime, Cache Server Properties, Max Pool Size and Min Pool Size. See Section 4.4.1, “Creating a Connector/NET Connection String” for further information.

Connection pooling works by keeping the native connection to the server live when the client disposes of a MySqlConnection. Subsequently, if a new MySqlConnection object is opened, it is created from the connection pool, rather than creating a new native connection. This improves performance.

Guidelines

To work as designed, it is best to let the connection pooling system manage all connections. Do not create a globally accessible instance of MySqlConnection and then manually open and close it. This interferes with the way the pooling works and can lead to unpredictable results or even exceptions.

One approach that simplifies things is to avoid creating a MySqlConnection object manually. Instead, use the overloaded methods that take a connection string as an argument. With this approach, Connector/NET automatically creates, opens, closes and destructs connections, using the connection pooling system for best performance.

Typed Datasets and the MembershipProvider and RoleProvider classes use this approach. Most classes that have methods that take a MySqlConnection as an argument, also have methods that take a connection string as an argument. This includes MySqlCommand.

Instead of creating MySqlCommand objects manually, you can use the static methods of the MySqlConnection class. These methods take a connection string as an argument and they fully support connection pooling.

Resource Usage

Connector/NET runs a background job every three minutes and removes connections from pool that have been idle (unused) for more than three minutes. The pool cleanup frees resources on both client and server side. This is because on the client side every connection uses a socket, and on the server side every connection uses a socket and a thread.

Multiple endpoints. Starting with Connector/NET 8.0.19, a connection string can include multiple endpoints (server:port) with connection pooling enabled. At runtime, Connector/NET selects one of the addresses from the pool randomly (or by priority when provided) and attempts to connect to it. If the connection attempt is unsuccessful, Connector/NET selects another address until the set of addresses is exhausted. Unsuccessful endpoints are retried every two minutes. Successful connections are managed by the connection pooling mechanism.

4.4.4 Handling Connection Errors

Because connecting to an external server is unpredictable, it is important to add error handling to your .NET application. When there is an error connecting, the MySqlConnection class will return a MySqlCommand object. This object has two properties that are of interest when handling errors:

- **Message**: A message that describes the current exception.
- **Number**: The MySQL error number.

When handling errors, you can adapt the response of your application based on the error number. The two most common error numbers when connecting are as follows:

- **0**: Cannot connect to server.
- **1045**: Invalid user name, user password, or both.
The following code example shows how to manage the response of an application based on the actual error:

### Visual Basic Example

```vbnet
Dim myConnectionString as String
myConnectionString = "server=127.0.0.1;" & "uid=root;" & "pwd=12345;" & "database=test"
Try
    Dim conn As New MySql.Data.MySqlClient.MySqlConnection(myConnectionString)
    conn.Open()
    Catch ex As MySql.Data.MySqlClient.MySqlException
        Select Case ex.Number
            Case 0
                MessageBox.Show("Cannot connect to server. Contact administrator")
            Case 1045
                MessageBox.Show("Invalid username/password, please try again")
        End Select
    End Try
```

### C# Example

```csharp
using MySql.Data.MySqlClient;

string myConnectionString = "server=127.0.0.1;uid=root;pwd=12345;database=test";
try
{
    MySqlConnection conn = new MySqlConnection(myConnectionString);
    conn.Open();
}
catch (MySql.Data.MySqlClient.MySqlException ex)
{
    switch (ex.Number)
    {
        case 0:
            MessageBox.Show("Cannot connect to server. Contact administrator");
            break;
        case 1045:
            MessageBox.Show("Invalid username/password, please try again");
            break;
    }
}
```

---

**Important**

If you are using multilanguage databases then you must specify the character set in the connection string. If you do not specify the character set, the connection defaults to the `latin1` character set. You can specify the character set as part of the connection string, for example:

```vbnet
MySqlConnection myConnection = new MySqlConnection("server=127.0.0.1;uid=root;" + "pwd=12345;database=test;Charset=latin1");
```

### 4.4.5 Connector/NET 8.0 Connection Options Reference

This chapter describes the full set of MySQL Connector/NET 8.0 connection options. The protocol you use to make a connection to the server (classic MySQL protocol or X Protocol) determines which options you should use. Connection options have a default value that you can override by defining the new value in the connection string (classic MySQL protocol and X Protocol) or in the URI-like connection string (X Protocol). Connector/NET option names and synonyms are not case sensitive.

For instructions about how to use connection strings, see Section 4.4.1, “Creating a Connector/NET Connection String”. For alternative connection styles, see Connecting to the Server Using URI-Like Strings or Key-Value Pairs.
The following sections list the connection options that apply to both protocols, classic MySQL protocol only, and X Protocol only:

- **Options for Both Classic MySQL Protocol and X Protocol**
- **Options for Classic MySQL Protocol Only**
- **Options for X Protocol Only**

### Options for Both Classic MySQL Protocol and X Protocol

The following Connector/NET connection options can be used with either protocol. Connector/NET 8.0 exposes the options in this section as properties in both the `MySql.Data.MySqlClient.MySqlConnectionStringBuilder` and `MySqlX.XDevAPI.MySqlXConnectionStringBuilder` classes.

<table>
<thead>
<tr>
<th>Option</th>
<th>Default</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CertificateFile</td>
<td>null</td>
<td>Specifies the path to a certificate file in PKCS #12 format (<code>.pfx</code>). For an example of usage, see Section 4.6.7.2, “Using PFX Certificates in Connector/NET”.</td>
</tr>
<tr>
<td>CertificatePassword</td>
<td>null</td>
<td>Specifies a password that is used in conjunction with a certificate specified using the option <code>CertificateFile</code>. For an example of usage, see Section 4.6.7.2, “Using PFX Certificates in Connector/NET”.</td>
</tr>
<tr>
<td>CertificateStoreLocation</td>
<td>null</td>
<td>Enables you to access a certificate held in a personal store, rather than use a certificate file and password combination. For an example of usage, see Section 4.6.7.2, “Using PFX Certificates in Connector/NET”.</td>
</tr>
<tr>
<td>CertificateThumbprint</td>
<td>null</td>
<td>Specifies a certificate thumbprint to ensure correct identification of a certificate contained within a personal store. For an example of usage, see Section 4.6.7.2, “Using PFX Certificates in Connector/NET”.</td>
</tr>
<tr>
<td>CharSet, CharacterSet</td>
<td></td>
<td>Specifies the character set that should be used to encode all queries sent to the server. Results are still returned in the character set of the result data.</td>
</tr>
<tr>
<td>ConnectionProtocol</td>
<td>socket (or tcp)</td>
<td>Specifies the type of connection to make to the server. Values can be:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- <strong>socket</strong> or <strong>tcp</strong> for a socket connection using TCP/IP.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- <strong>pipe</strong> for a named pipe connection (not supported with X Protocol).</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- <strong>unix</strong> for a UNIX socket connection.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- <strong>memory</strong> to use MySQL shared memory (not supported with X Protocol).</td>
</tr>
</tbody>
</table>
Database, Initial Catalog

Default: mysql

The case-sensitive name of the database to use initially.

dns-srv, dnssrv

Default: false

Enables the connection to resolve service (SRV) addresses in a DNS SRV record, which defines the location (host name and port number) of servers for the specified services when it is used with the default transport protocol (tcp). A single DNS domain can map to multiple targets (servers) using SRV address records. Each SRV record includes the host name, port, priority, and weight. DNS SRV support was introduced in Connector/NET 8.0.19 to remove the need for clients to identify each possible host in the connection string, with or without connection pooling.

Specifying multiple host names, a port number, or a Unix socket, named pipe, or shared memory connection (see the ConnectionProtocol option) in the connection string is not permitted when DNS SRV is enabled.

Using classic MySQL protocol. The dns-srv option applies to connection strings; the DnsSrv property is declared in the MySqlConnectionStringBuilder class.

```csharp
var conn = new MySqlConnection("server=_mysql._tcp.example.abc.com.;
    dns-srv=true;
    user id=user;
    password=****;
    database=test");
```

Using X Protocol. The dns-srv option applies to connection strings and anonymous objects. The DnsSrv property is declared in the MySqlXConnectionStringBuilder class. An error is raised if both dns-srv=false and the URI scheme of mysqlx+srv:// are combined to create a conflicting connection configuration. For details about using the mysqlx+srv:// scheme element in URI-like connection strings, see Connections Using DNS SRV Records.

```csharp
var session = MySQLX.GetSession("server=_mysqlx._tcp.example.abc.com.;
    dns-srv=true;
    user id=user;
    password=****;
    database=test");
```

// Anonymous object example

```csharp
168
var connstring = new
{
    server = "_mysqlx._tcp.example.abc.com.",
    user = "user",
    password = "****",
    dnssrv = true
};
var session = MySQLX.GetSession(connString);

// MySQLXConnectionStringBuilder class example
var sb = new MySqlXConnectionStringBuilder();
{
    Server = "_mysqlx._tcp.example.abc.com.",
    UserID = "user",
    Password = "****",
    DnsSrv = true,
    Database = "test"
};
var session = MySQLX.GetSession(sb.ConnectionString);

---

**Keepalive, Keep Alive**

Default: 0

For TCP connections, idle connection time measured in seconds, before the first keepalive packet is sent. A value of 0 indicates that keepalive is not used. Before Connector/NET 6.6.7/6.7.5/6.8.4, this value was measured in milliseconds.

**Password, pwd**

The password for the MySQL account being used.

Default: **3306**

**Port**

The port MySQL is using to listen for connections. This value is ignored if Unix socket is used.

Default: **localhost**

**Server, Host, Data Source, DataSource**

The name or network address of one or more host computers. Multiple hosts are separated by commas and a priority (0 to 100), if provided, determines the host selection order. As of Connector/NET 8.0.19, host selection is random when priorities are omitted or are the same for each host.

// Selects the host with the highest priority (100) first
server=(address=192.10.1.52:3305,priority=60),(address=localhost:3306,priority=100);

No attempt is made by the provider to synchronize writes to the database, so take care when using this option. In UNIX environments with Mono, this can be a fully qualified path to a MySQL socket file. With this configuration, the UNIX socket is used instead of the TCP/IP socket. Currently, only a single socket name can be given, so accessing MySQL in a replicated environment using UNIX sockets is not currently supported.

**SshHostName, Ssh Host Name, Ssh-Host-Name**

Default: **null**

The name or IP address of the computer that hosts the SSH server.

**SshKeyFile, Ssh Key File, Ssh-Key-File**

Default: **null**

The path and name of the SSH key file. The key file supports RSA and DSA private keys in both OpenSSH and ssh.com format. If you provide this file, the related pass phrase may be required for
authentication. When both the key file and password are provided, the key file is authenticated first and then, if that fails, the password is used as the fallback configuration. Fallback conditions require that the SSH key file and SSH pass phrase are valid, but the connection attempt failed due to errors on the server.

**SshPassPhrase**, **Ssh Pass Phrase**, **Ssh-Pass-Phrase**

Default: null

The pass phrase of the SSH key file.

**SshPassword**, **Ssh Password**, **Ssh-Password**

Default: null

The SSH password. When both the key file and password are provided, the key file is authenticated first and then, if that fails, the password is used as the fallback configuration. Fallback conditions require that the SSH key file and SSH pass phrase are valid, but the connection attempt failed due to errors on the server.

**SshPort**, **Ssh Port**, **Ssh-Port**

Default: 22

The port number of the SSH server.

**SshUserName**, **Ssh User Name**, **Ssh-User-Name**

Default: null

The name of the SSH user that is authenticated by the SSH server using a key file (and pass phrase, if required), a password, or both. With valid credentials, a connection is established between the client application and the SSH server. The SSH server then communicates with an MySQL server instance in an unencrypted or encrypted connection, based on the value of the **SslMode** connection-string option.

The **ConnectionProtocol** connection-string option must be set to **socket** or **tcp** (default) to enable SSH tunneling.

**SslCa**, **Ssl-Ca**

Default: null

Based on the type of certificates being used, this option either specifies the path to a certificate file in PKCS #12 format (.pfx) or the path to a file in PEM format (.pem) that contains a list of trusted SSL certificate authorities (CA).

With PFX certificates in use, this option engages when the **SslMode** connection option is set to a value of **Required**, **VerifyCA**, or **VerifyFull**; otherwise, it is ignored.

With PEM certificates in use, this option engages when the **SslMode** connection option is set to a value of **VerifyCA** or **VerifyFull**; otherwise, it is ignored.

For examples of usage, see Section 4.6.7.1, “Using PEM Certificates in Connector.NET”.

**SslCert**, **Ssl-Cert**

Default: null

The name of the SSL certificate file in PEM format to use for establishing an encrypted connection. This option engages only when **VerifyFull** is set for the **SslMode** connection option and the **SslCa** connection option uses a PEM certificate; otherwise, it is ignored. For an example of usage, see Section 4.6.7.1, “Using PEM Certificates in Connector.NET”.
**SslKey, Ssl-Key**

Default: *null*

The name of the SSL key file in PEM format to use for establishing an encrypted connection. This option engages only when `VerifyFull` is set for the `SslMode` connection option and the `SslCa` connection option uses a PEM certificate; otherwise, it is ignored. For an example of usage, see Section 4.6.7.1, “Using PEM Certificates in Connector/NET”.

**SslMode, Ssl Mode, Ssl-Mode**

Default: Depends on the version of Connector/NET and the protocol in use. Named-pipe and shared-memory connections are not supported with X Protocol.

- **Required** for 8.0.8 to 8.0.12 (both protocols); 8.0.13 and higher (X Protocol only).
- **Preferred** for 8.0.13 and higher (classic MySQL protocol only).

This option has the following values:

- **None** - Do not use SSL. Non-SSL enabled servers require this option be set to None explicitly for Connector/NET 8.0.8 or higher.
- **Preferred** - Use SSL if the server supports it, but allow connection in all cases. This option was removed in Connector/NET 8.0.8 and reimplemented in 8.0.13 for classic MySQL protocol only.

  **Note**

  Do not use this option for X Protocol operations.

- **Required** - Always use SSL. Deny connection if server does not support SSL.
- **VerifyCA** - Always use SSL. Validate the certificate authorities (CA), but tolerate a name mismatch.
- **VerifyFull** - Always use SSL. Fail if the host name is not correct.

**tlsVersion, tls-version, tls version**

Default: `Tlsv1,Tlsv1.1,Tlsv1.2,Tlsv1.3` (A fallback solution decides which TLS version to use.)

Restricts the set of TLS protocol versions to use during the TLS handshake when both the client and server support the TLS versions indicated and the value of the `SslMode` connection-string option is not set to None. This option accepts a single version or a list of versions separated by a comma, for example, `tls-version=TLSv1.1, TLSv1.2, TLSv1.3;`.

Connector/NET supports the following values:

- **TLSv1.3**
- **TLSv1.2**
- **TLSv1.1**
• **TLSv1** or **TLSv1.0**
  An error is reported when a value other than those listed is assigned. Likewise, an error is reported when an empty list is provided as the value, or if all of the versions in the list are unsupported and no connection attempt is made.

**UserID**, **User Id**,  
**Username**, **Uid**, **User name**, **User**  
Default: **null**  
The MySQL login account being used.

### Options for Classic MySQL Protocol Only

Options related to systems using a connection pool appear together at the end of the list of general options (see **Connection-Pooling Options**). Connector/NET 8.0 exposes the options in this section as properties in the `MySql.Data.MySqlClient.MySqlConnectionStringBuilder` class.

**General Options.** The Connector/NET options that follow are for general use with connection strings and the options apply to all MySQL server configurations:

- **AllowBatch**, **Allow Batch**  
  Default: **true**  
  When **true**, multiple SQL statements can be sent with one command execution. Batch statements should be separated by the server-defined separator character.

- **AllowLoadLocalInfile**, **Allow Load Local Infile**  
  Default: **false**  
  Disables (by default) or enables the server functionality to load the data local infile. If this option is set to **true**, uploading files from any location is enabled, regardless of the path specified with the **AllowLoadLocalInfileInPath** option.

- **AllowLoadLocalInfileInPath**  
  Default: **null**  
  Specifies a safe path from where files can be read and uploaded to the server. When the related **AllowLoadLocalInfile** option is set to **false**, which is the default value, only those files from the safe path or any valid subfolder specified with the **AllowLoadLocalInfileInPath** option can be loaded. For example, if `/tmp` is set as the restricted folder, then file requests for `/tmp/myfile` and `/tmp/myfolder/myfile` can succeed. No relative paths or symlinks that fall outside of this path are permitted.

The following table shows the behavior that results when the **AllowLoadLocalInfile** and **AllowLoadLocalInfileInPath** connection string options are combined.

<table>
<thead>
<tr>
<th><strong>AllowLoadLocalInfile</strong> Value</th>
<th><strong>AllowLoadLocalInfileInPath</strong> Value</th>
<th>Behavior</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>true</strong></td>
<td>Empty string or <strong>null</strong> value</td>
<td>All uploads are permitted.</td>
</tr>
<tr>
<td><strong>true</strong></td>
<td>A valid path</td>
<td>All uploads are permitted (the path is not respected).</td>
</tr>
<tr>
<td><strong>false</strong></td>
<td>Empty string or <strong>null</strong> value</td>
<td>No uploads are permitted.</td>
</tr>
</tbody>
</table>
AllowLoadLocalInfile

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>false</td>
<td>A valid path Only uploads from the specified folder and subfolder are permitted.</td>
</tr>
</tbody>
</table>

AllowPublicKeyRetrieval

Default: false

Setting this option to true informs Connector/NET that RSA public keys should be retrieved from the server and that connections using the classic MySQL protocol, when SSL is disabled, will fail by default. Exceptions to the default behavior can occur when previous successful connection attempts were made or when pooling is enabled and a pooled connection can be reused. This option was introduced with the 8.0.10 connector.

Caution

This option is prone to man-in-the-middle attacks, so it should be used only in situations where you can ensure by other means that your connections are made to trusted servers.

AllowUserVariables

Default: false

Setting this to true indicates that the provider expects user variables in the SQL.

AllowZeroDateTime

Default: false

If set to True, MySqlDataReader.GetValue() returns a MySqlDateTime object for date or datetime columns that have disallowed values, such as zero datetime values, and a System.DateTime object for valid values. If set to False (the default setting) it causes a System.DateTime object to be returned for all valid values and an exception to be thrown for disallowed values, such as zero datetime values.

AutoEnlist

Default: true

If AutoEnlist is set to true, which is the default, a connection opened using TransactionScope participates in this scope, it commits when the scope commits and rolls back if TransactionScope does not commit. However, this feature is considered security sensitive and therefore cannot be used in a medium trust environment.

As of 8.0.10, this option is supported in .NET Core 2.0 implementations.

BlobAsUTF8ExcludePattern

Default: null

A POSIX-style regular expression that matches the names of BLOB columns that do not contain UTF-8 character data. See Section 4.5.14, “Character Set Considerations for Connector/NET” for usage details.
<table>
<thead>
<tr>
<th>Option</th>
<th>Default</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BlobAsUTF8IncludePattern</td>
<td>null</td>
<td>A POSIX-style regular expression that matches the names of BLOB columns containing UTF-8 character data. See Section 4.5.14, “Character Set Considerations for Connector/NET” for usage details.</td>
</tr>
<tr>
<td>CheckParameters, Check Parameters</td>
<td>true</td>
<td>Indicates if stored routine parameters should be checked against the server.</td>
</tr>
<tr>
<td>CommandInterceptors, Command Interceptors</td>
<td></td>
<td>The list of interceptors that can intercept SQL command operations.</td>
</tr>
<tr>
<td>ConnectionTimeout, Connect Timeout, Connection Timeout</td>
<td>15</td>
<td>The length of time (in seconds) to wait for a connection to the server before terminating the attempt and generating an error.</td>
</tr>
<tr>
<td>ConvertZeroDateTime, Convert Zero Datetime</td>
<td>false</td>
<td>Use true to have MySqlDataReader.GetValue() and MySqlDataReader.GetDateTime() return DateTime.MinValue for date or datetime columns that have disallowed values.</td>
</tr>
<tr>
<td>DefaultCommandTimeout, Default Command Timeout</td>
<td>30</td>
<td>Sets the default value of the command timeout to be used. This does not supersede the individual command timeout property on an individual command object. If you set the command timeout property, that will be used.</td>
</tr>
<tr>
<td>DefaultTableCacheAge, Default Table Cache Age</td>
<td>60</td>
<td>Specifies how long a TableDirect result should be cached, in seconds. For usage information about table caching, see Section 4.5.4, “Using Connector/NET with Table Caching”.</td>
</tr>
<tr>
<td>ExceptionInterceptors, Exception Interceptors</td>
<td></td>
<td>The list of interceptors that can triage thrown MySqlException exceptions.</td>
</tr>
<tr>
<td>FunctionsReturnString, Functions Return String</td>
<td>false</td>
<td>Causes the connector to return binary or varbinary values as strings, if they do not have a table name in the metadata.</td>
</tr>
<tr>
<td>IgnorePrepare, Ignore Prepare</td>
<td>false</td>
<td>Deprecated in the Connector/NET 8.0.23 release. When true, instructs the provider to ignore any calls to MySqlCommand.Prepare(). This option is provided to prevent issues with corruption of the statements when used with server-side prepared statements. If you use server-side prepare statements, set this option to false.</td>
</tr>
<tr>
<td>Includesecurityasserts, Include security asserts</td>
<td>false</td>
<td>Must be set to true when using the MySQLClientPermissions class in a partial trust environment, with the library installed in the GAC of the hosting environment. See Section 4.5.16, “Working with Partial Trust / Medium Trust” for details.</td>
</tr>
</tbody>
</table>
InteractiveSession, Interactive, InteractiveSession

Default: false

As of 8.0.10, this option is supported in .NET Core 2.0 implementations.

If set to true, the client is interactive. An interactive client is one where the server variable CLIENT_INTERACTIVE is set. If an interactive client is set, the wait_timeout variable is set to the value of interactive_timeout. The client will then time out after this period of inactivity. For more details, see Server System Variables in the MySQL Reference Manual.

IntegratedSecurity, Integrated Security

Default: no

Use Windows authentication when connecting to server. By default, it is turned off. To enable, specify a value of yes. (You can also use the value sspi as an alternative to yes.) For details, see Section 4.5.3.1, “Using the Windows Native Authentication Plugin”.

Currently not supported for .NET Core implementations.

Logging

Default: false

When true, various pieces of information is output to any configured TraceListeners. See Section 4.5.12, “Using the Connector.NET Trace Source Object” for further details.

As of 8.0.10, this option is supported in .NET Core 2.0 implementations.

OldGuids, Old Guids

Default: false

The back-end representation of a GUID type was changed from BINARY(16) to CHAR(36). This was done to allow developers to use the server function UUID() to populate a GUID table - UUID() generates a 36-character string. Developers of older applications can add 'Old Guids=true' to the connection string to use a GUID of data type BINARY(16).

PersistSecurityInfo, Persist Security Info

Default: false

When set to false or no (strongly recommended), security-sensitive information, such as the password, is not returned as part of the connection if the connection is open or has ever been in an open state. Resetting the connection string resets all connection string values, including the password. Recognized values are true, false, yes, and no.

PipeName, Pipe Name, Pipe

Default: mysql

When set to the name of a named pipe, the MySqlConnection attempts to connect to MySQL on that named pipe. This setting only applies to the Windows platform.

Currently not supported for .NET Core implementations.

ProcedureCacheSize, Procedure Cache Size

Default: 25
<table>
<thead>
<tr>
<th>Option</th>
<th>Default</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>procedure cache</td>
<td></td>
<td>Sets the size of the stored procedure cache. By default, Connector.NET stores the metadata (input/output data types) about the last 25 stored procedures used. To disable the stored procedure cache, set the value to zero (0).</td>
</tr>
<tr>
<td>Replication</td>
<td>false</td>
<td>Indicates if this connection is to use replicated servers. As of 8.0.10, this option is supported in .NET Core 2.0 implementations.</td>
</tr>
<tr>
<td>RespectBinaryFlags</td>
<td>true</td>
<td>Setting this option to false means that Connector.NET ignores a column’s binary flags as set by the server.</td>
</tr>
<tr>
<td>SharedMemoryName</td>
<td>mysql</td>
<td>The name of the shared memory object to use for communication if the transport protocol is set to memory. This setting only applies to the Windows platform. Currently not supported for .NET Core implementations.</td>
</tr>
<tr>
<td>SqlServerMode</td>
<td>false</td>
<td>Allow SQL Server syntax. When set to true, enables Connector.NET to support square brackets around symbols instead of backticks. This enables Visual Studio wizards that bracket symbols between the [ and ] characters to work with Connector.NET. This option incurs a performance hit, so should only be used if necessary.</td>
</tr>
<tr>
<td>TableCaching</td>
<td>false</td>
<td>Enables or disables caching of TableDirect commands. A value of true enables the cache while false disables it. For usage information about table caching, see Section 4.5.4, “Using Connector.NET with Table Caching”.</td>
</tr>
<tr>
<td>TreatBlobsAsUTF8</td>
<td>false</td>
<td>Setting this value to true causes BLOB columns to have a character set of utf8 with the default collation for that character set. To convert only some of your BLOB columns, you can make use of the 'BlobAsUTF8IncludePattern' and 'BlobAsUTF8ExcludePattern' keywords. Set these to a regular expression pattern that matches the column names to include or exclude respectively.</td>
</tr>
<tr>
<td>TreatTinyAsBoolean</td>
<td>true</td>
<td>Setting this value to false causes TINYINT(1) to be treated as an INT. See Numeric Data Type Syntax for a further explanation of the TINYINT and BOOL data types.</td>
</tr>
<tr>
<td>UseAffectedRows</td>
<td>false</td>
<td>When true, the connection reports changed rows instead of found rows.</td>
</tr>
<tr>
<td>Option</td>
<td>Default</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------------------</td>
<td>---------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
</tbody>
</table>
| UseCompression, Compress, Use Compression | false   | Setting this option to true enables compression of packets exchanged between the client and the server. This exchange is defined by the MySQL client/server protocol.  
Compression is used if both client and server support ZLIB compression, and the client has requested compression using this option.  
A compressed packet header is: packet length (3 bytes), packet number (1 byte), and Uncompressed Packet Length (3 bytes). The Uncompressed Packet Length is the number of bytes in the original, uncompressed packet. If this is zero, the data in this packet has not been compressed. When the compression protocol is in use, either the client or the server may compress packets. However, compression will not occur if the compressed length is greater than the original length. Thus, some packets will contain compressed data while other packets will not. |
| UseDefaultCommandTimeoutForEF             | false   | Enforces the command timeout of EFMySqlCommand, which is set to the value provided by the DefaultCommandTimeout property.                                                                                     |
| UseOldSyntax, Old Syntax, OldSyntax, Use Old Syntax | false   | This option was removed in Connector/NET 8.0.8. All code should now be written using the @ symbol as the parameter marker.                                                                                   |
| UsePerformanceMonitor, Use Performance Monitor, UserPerfMon, PerfMon | false   | Indicates that performance counters should be updated during execution.                                                                                                                                 |
| UseUsageAdvisor, Use Usage Advisor, Usage Advisor | false   | Logs inefficient database operations.                                                                                                                                                                     |
| Connection-Pooling Options.              |         | The following options are related to connection pooling within connection strings. For more information about connection pooling, see Opening a Connection to a Single Server. |
| CacheServerProperties, Cache Server Properties | false   | Specifies whether server variable settings are updated by a SHOW VARIABLES command each time a pooled connection is returned. Enabling this setting speeds up connections in a connection pool environment. Your application is not informed of any changes to configuration variables made by other connections. |
| ConnectionLifeTime, Connection Lifetime   | 0       | When a connection is returned to the pool, its creation time is compared with the current time and the connection is destroyed if that time span (in seconds) exceeds the value specified by Connection Lifetime. This option is useful in clustered |
configurations to force load balancing between a running server and a server just brought online. A value of zero (0) sets pooled connections to the maximum connection timeout.

**ConnectionReset**, **Connection Reset**

Default: false

If true, the connection state is reset when it is retrieved from the pool. The default value of false avoids making an additional server round trip when obtaining a connection, but the connection state is not reset.

**MaximumPoolsize**, **Max Pool Size**, **Maximum Pool Size**, **MaxPoolSize**

Default: 100

The maximum number of connections allowed in the pool.

**MinimumPoolSize**, **Min Pool Size**, **Minimum Pool Size**, **MinPoolSize**

Default: 0

The minimum number of connections allowed in the pool.

**Pooling**

Default: true

When true, the MySqlConnection object is drawn from the appropriate pool, or if necessary, is created and added to the appropriate pool. Recognized values are true, false, yes, and no.

### Options for X Protocol Only

The connection options that follow are valid for connections made with X Protocol. Connector/NET 8.0 exposes the options in this section as properties in the MySqlX.XDevAPI.MySqlXConnectionStringBuilder class.

**Auth**, **Authentication**, **Authentication Mode**

Authentication mechanism to use with the X Protocol. This option was introduced with the 8.0.9 connector and has the following values, which are not case-sensitive: MYSQL41, PLAIN, and EXTERNAL. If the Auth option is not set, the mechanism is chosen depending on the connection type. PLAIN is used for secure connections (TLS or Unix sockets) and MYSQL41 is used for unencrypted connections. EXTERNAL is used for external authentication methods such as PAM, Windows login IDs, LDAP, or Kerberos. (EXTERNAL is not currently supported.)

The Auth option is not supported for classic MySQL protocol connections and returns NotSupportedException if used.

**Compression**, **use-compression**

Default: preferred

Compression is used to send and receive data when both the client and server support it for X Protocol connections and the client requests compression using this option. After a successful algorithm negotiation is made, Connector/NET can start compressing data immediately. To prevent the compression of small data packets, or of data already compressed, Connector/NET defines a size threshold of 1000 bytes.

When multiple compression algorithms are supported by the server, Connector/NET applies the following priority by default: zstd_stream (first), lz4_message (second), and deflate_stream (third). The deflate_stream algorithm is supported for use with .NET Core, but not for .NET Framework.
Data compression for X Protocol connections was added in the Connector/NET 8.0.20 release. The `Compression` option accepts the following values:

- **preferred** to apply data compression if the server supports the algorithms chosen by the client. Otherwise, the data is sent and received without compression.
- **required** to ensure that compression is used or to terminate the connection and return an error message.
- **disabled** to prevent data compression.

As of Connector/NET 8.0.22, a client application can specify the order in which supported compression algorithms are negotiated with the server. The value of the `Compression` connection option must be set to `preferred` or to `required` for this option to apply. Unsupported algorithms are ignored.

This option accepts the following algorithm names and synonyms:

- `lz4_message` or `lz4`
- `zstd_stream` or `zstd`
- `deflate_stream` or `deflate` (not valid with .NET Framework)

Algorithm names and synonyms can be combined in a comma-separated list or provided as a standalone value (with or without brackets). Examples:

```csharp
// Compression option set to preferred (default)
MySQLX.GetSession("mysql://test:test@localhost:3306?compression-algorithms=[lz4_message,deflate]
MySQLX.GetSession("mysql://test:test@localhost:3306?compressionalgorithms=lz4
MySQLX.GetSession("mysql://test:test@localhost:3306?compression=preferred&compression-algorithms=[zstd]

// Compression option set to required
MySQLX.GetSession("mysql://test:test@localhost:3306?compression=required&compression-algorithms=[zstd_stream,lz4_message]
MySQLX.GetSession("mysql://test:test@localhost:3306?compression=required&compression-algorithms=[lz4]
MySQLX.GetSession("mysql://test:test@localhost:3306?compression=required&compression-algorithms=zstd_stream

// Connection string
MySQLX.GetSession("server=localhost;port=3306;uid=test;password=test;compression=preferred;compression-algorithms=[lz4_message,deflate]

// Anonymous object
MySQLX.GetSession(new {
    server = "localhost",
    port = "3306",
    uid = "test",
    password = "test",
    compression="required",
})
```
For additional information, see Connection Compression with X Plugin.

**connection-attributes**, **ConnectionAttributes**

Default: `true`

This option was introduced in Connector/NET 8.0.16 for submitting a set of attributes to be passed together with default connection attributes to the server. The aggregate size of connection attribute data sent by a client is limited by the value of the `performance_schema_session_connect_attrs_size` server variable. The total size of the data package should be less than the value of the server variable. For general information about connection attributes, see Performance Schema Connection Attribute Tables.

The connection-attributes parameter value can be empty (the same as specifying `true`), a Boolean value (`true` or `false` to enable or disable the default attribute set), or a list or zero or more `key=value` specifiers separated by commas (to be sent in addition to the default attribute set). Within a list, a missing key value evaluates as the `NULL` value. Examples:

```sql
// Sessions
MySQLX.GetSession("mysqlx://user@host/schema")
MySQLX.GetSession("mysqlx://user@host/schema?connection-attributes")
MySQLX.GetSession("mysqlx://user@host/schema?connection-attributes=true")
MySQLX.GetSession("mysqlx://user@host/schema?connection-attributes=false")
MySQLX.GetSession("mysqlx://user@host/schema?connection-attributes=[attr1=val1,attr2,attr3=]")
MySQLX.GetSession("mysqlx://user@host/schema?connection-attributes=[]")

// Pooling
MySQLX.GetClient("mysqlx://user@host/schema")
MySQLX.GetClient("mysqlx://user@host/schema?connection-attributes")
MySQLX.GetClient("mysqlx://user@host/schema?connection-attributes=true")
MySQLX.GetClient("mysqlx://user@host/schema?connection-attributes=false")
MySQLX.GetClient("mysqlx://user@host/schema?connection-attributes=[attr1=val1,attr2,attr3=]")
MySQLX.GetClient("mysqlx://user@host/schema?connection-attributes=[]")
```

Application-defined attribute names cannot begin with `_` because such names are reserved for internal attributes.

If connection attributes are not specified in a valid way, an error occurs and the connection attempt fails.

**Connect-Timeout**, **ConnectTimeout**

Default: `10000`

The length of time (in milliseconds) to wait for an X Protocol connection to the server before terminating the attempt and
generating an error. You can disable the connection timeout by setting the value to zero. This option can be specified as follows:

- URI-like connection string example

```csharp
MySQLX.GetSession("mysqlx://test:test@localhost:33060?connect-timeout=2000");
```

- Connection string example

```csharp
MySQLX.GetSession("server=localhost;user=test;port=33060;connect-timeout=2000");
```

- Anonymous object example

```csharp
MySQLX.GetSession(new { server="localhost", user="test", port=33060, connecttimeout=2000 });
```

- `MySqlXConnectionStringBuilder` class example

```csharp
var builder = new MySqlXConnectionStringBuilder("server=localhost;user=test;port=33060");
builder.ConnectTimeout = 2000;
MySQLX.GetSession(builder.ConnectionString);
```

**SslCrl**, Ssl-Crl

Default: `null`

Path to a local file containing certificate revocation lists.

**Important**

Although the `SslCrl` connection-string option is valid for use, applying it raises a `NotSupportedException` message.

**SslEnable**, Ssl-Enable

Default: `false`

Enables or disables the use of SSL for connections made using the X Protocol. A value of `true` sets the `SslMode` to `Required` while `false` sets it to `None`.

This option was introduced in Connector/NET 7.0.5 and removed in Connector/NET 8.0.8 because SSL is enabled by default when appropriate. Starting with Connector/NET 8.0.8, to disable SSL when the server does not support it, you must set the value of `SslMode` to `None` explicitly.

---

### 4.4.6 Connector/NET 6.10 Connection-String Options Reference

This chapter describes both the general MySQL Connector/NET 6.10 connection-string options that apply to all server configurations and the options related to systems using a connection pool (see [Connection Pooling Options](#)). Connection options have a default value that you can override by defining the new value in the connection string. Connector/NET option names and synonyms are not case-sensitive.

For instructions about how to use connection strings with Connector/NET, see [Section 4.4.1, “Creating a Connector/NET Connection String”](#).

**General Options**

The Connector/NET 6.10 options that follow are for general use with connection strings and apply to all MySQL server configurations:

**AllowBatch**, Allow Batch

Default: `true`

When `true`, multiple SQL statements can be sent with one command execution. Note: starting with MySQL 4.1.1, batch
statements should be separated by the server-defined separator character. Statements sent to earlier versions of MySQL should be separated by the semicolon character (;).

**AllowLoadLocalInfile, Allow Load Local Infile**

Default: false

Disables (by default) or enables the server functionality to load the data local infile.

**AllowUserVariables, Allow User Variables**

Default: false

Setting this to true indicates that the provider expects user variables in the SQL. This option was introduced with the 5.2.2 connector.

**AllowZeroDateTime, Allow Zero Datetime**

Default: false

If set to True, MySqlCommandReader.GetValue() returns a MySqlConnection object for date or datetime columns that have disallowed values, such as zero datetime values, and a System.DateTime object for valid values. If set to False (the default setting) it causes a System.DateTime object to be returned for all valid values and an exception to be thrown for disallowed values, such as zero datetime values.

**AutoEnlist, Auto Enlist**

Default: true

If AutoEnlist is set to true, which is the default, a connection opened using TransactionScope participates in this scope, it commits when the scope commits and rolls back if TransactionScope does not commit. However, this feature is considered security sensitive and therefore cannot be used in a medium trust environment.

As of 6.10.6, this option is supported in .NET Core 2.0 implementations.

**BlobAsUTF8ExcludePattern**

Default: null

A POSIX-style regular expression that matches the names of BLOB columns that do not contain UTF-8 character data. See Section 4.5.14, "Character Set Considerations for Connector/NET" for usage details.

**BlobAsUTF8IncludePattern**

Default: null

A POSIX-style regular expression that matches the names of BLOB columns containing UTF-8 character data. See Section 4.5.14, "Character Set Considerations for Connector/NET" for usage details.

**CertificateFile, Certificate File**

Default: null

This option specifies the path to a certificate file in PKCS #12 format (.pfx). For an example of usage, see Section 4.6.7, "Tutorial: Configuring SSL with Connector/NET". This option was introduced with the 6.2.1 connector.

**CertificatePassword, Certificate Password**

Default: null

Specifies a password that is used in conjunction with a certificate specified using the option CertificateFile. For an example of
usage, see Section 4.6.7, "Tutorial: Configuring SSL with Connector/NET". This option was introduced with the 6.2.1 connector.

**CertificateStoreLocation**, Certificate Store Location

Default: null

Enables you to access a certificate held in a personal store, rather than use a certificate file and password combination. For an example of usage, see Section 4.6.7, "Tutorial: Configuring SSL with Connector/NET". This option was introduced with the 6.2.1 connector.

**CertificateThumbprint**, Certificate Thumbprint

Default: null

Specifies a certificate thumbprint to ensure correct identification of a certificate contained within a personal store. For an example of usage, see Section 4.6.7, "Tutorial: Configuring SSL with Connector/NET". This option was introduced with the 6.2.1 connector.

**CharacterSet**, CharSet, Character Set

Specifies the character set that should be used to encode all queries sent to the server. Results are still returned in the character set of the result data.

**CheckParameters**, Check Parameters

Default: true

Indicates if stored routine parameters should be checked against the server.

**CommandInterceptors**, Command Interceptors

The list of interceptors that can intercept SQL command operations.

**ConnectionProtocol**, Protocol, Connection Protocol

Default: socket or tcp

Specifies the type of connection to make to the server. Values can be:

- socket or tcp for a socket connection.
- pipe for a named pipe connection.
- unix for a UNIX socket connection.
- memory to use MySQL shared memory.

Default: 15

The length of time (in seconds) to wait for a connection to the server before terminating the attempt and generating an error.

**ConvertZeroDateTime**, Convert Zero Datetime

Default: false

Use true to have MySqlCommandReader.GetValue() and MySqlCommandReader.GetDateTime() return DateTime.MinValue for date or datetime columns that have disallowed values.

**Database**, Initial Catalog

Default: mysql

The case-sensitive name of the database to use initially.

**DefaultCommandTimeout**, Default Command Timeout

Default: 30

Sets the default value of the command timeout to be used. This does not supersede the individual command timeout property on
an individual command object. If you set the command timeout property, that will be used. This option was introduced with the 5.1.4 connector.

<table>
<thead>
<tr>
<th>Option</th>
<th>Default</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DefaultTableCacheAge</strong></td>
<td>60</td>
<td>Specifies how long a TableDirect result should be cached, in seconds. For usage information about table caching, see Section 4.5.4, “Using Connector.NET with Table Caching”. This option was introduced with the 6.4 connector.</td>
</tr>
<tr>
<td><strong>ExceptionInterceptors</strong></td>
<td></td>
<td>The list of interceptors that can triage thrown MySqlException exceptions.</td>
</tr>
<tr>
<td><strong>FunctionsReturnString</strong></td>
<td>false</td>
<td>Causes the connector to return binary or varbinary values as strings, if they do not have a table name in the metadata.</td>
</tr>
<tr>
<td><strong>IgnorePrepare</strong></td>
<td>true</td>
<td>When true, instructs the provider to ignore any calls to MySqlCommand.Prepare(). This option is provided to prevent issues with corruption of the statements when used with server-side prepared statements. If you use server-side prepare statements, set this option to false. This option was introduced with the 5.0.3 and 1.0.9 connectors.</td>
</tr>
<tr>
<td><strong>IncludeSecurityAsserts</strong></td>
<td>false</td>
<td>Must be set to true when using the MySQLClientPermissions class in a partial trust environment, with the library installed in the GAC of the hosting environment. This requirement is new for partial-trust applications in Connector.NET 6.6.4 and higher. See Section 4.5.16, “Working with Partial Trust / Medium Trust” for details.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>As of 6.10.6, this option is supported in .NET Core 2.0 implementations.</td>
</tr>
<tr>
<td><strong>IntegratedSecurity</strong></td>
<td>no</td>
<td>Use Windows authentication when connecting to server. By default, it is turned off. To enable, specify a value of yes. (You can also use the value sspi as an alternative to yes.) For details, see Section 4.5.3.1, “Using the Windows Native Authentication Plugin”. This setting only applies to the Windows platform and was introduced with the 6.4.4 connector.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Currently not supported for .NET Core implementations.</td>
</tr>
<tr>
<td><strong>InteractiveSession</strong></td>
<td>false</td>
<td>If set to true, the client is interactive. An interactive client is one where the server variable CLIENT_INTERACTIVE is set. If an interactive client is set, the wait_timeout variable is set to the value of interactive_timeout. The client will then time out</td>
</tr>
<tr>
<td><strong>DefaultTableCacheAge</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
after this period of inactivity. For more details, see Server System Variables in the MySQL Reference Manual.

As of 6.10.6, this option is supported in .NET Core 2.0 implementations.

**Keepalive, Keep Alive**

Default: 0

For TCP connections, idle connection time measured in seconds, before the first keepalive packet is sent. A value of 0 indicates that keepalive is not used. Before Connector/NET 6.6.7/6.7.5/6.8.4, this value was measured in milliseconds.

**Logging**

Default: false

When true, various pieces of information is output to any configured TraceListeners. See Section 4.5.12, “Using the Connector/NET Trace Source Object” for further details.

As of 6.10.6, this option is supported in .NET Core 2.0 implementations.

**OldGuids, Old Guids**

Default: false

This option was introduced in Connector/NET 6.1.1. The back-end representation of a GUID type was changed from BINARY(16) to CHAR(36). This was done to allow developers to use the server function UUID() to populate a GUID table - UUID() generates a 36-character string. Developers of older applications can add 'Old Guids=true' to the connection string to use a GUID of data type BINARY(16).

**Password, pwd**

The password for the MySQL account being used.

**PersistSecurityInfo, Persist Security Info**

Default: false

When set to false or no (strongly recommended), security-sensitive information, such as the password, is not returned as part of the connection if the connection is open or has ever been in an open state. Resetting the connection string resets all connection string values, including the password. Recognized values are true, false, yes, and no.

**PipeName, Pipe Name, Pipe**

Default: mysql

When set to the name of a named pipe, the MySqlConnection attempts to connect to MySQL on that named pipe. This setting only applies to the Windows platform.

 Currently not supported for .NET Core implementations.

**Port**

Default: 3306

The port MySQL is using to listen for connections. This value is ignored if Unix socket is used.

**ProcedureCacheSize, Procedure Cache Size, ProcedureCache**

Default: 25

Sets the size of the stored procedure cache. By default, Connector.NET stores the metadata (input/output data types) about the last 25 stored procedures used. To disable the stored procedure cache, set
Replication

Default: false
Indicates if this connection is to use replicated servers.
As of 6.10.6, this option is supported in .NET Core 2.0 implementations.

RespectBinaryFlags, Respect Binary Flags

Default: true
Setting this option to false means that Connector.NET ignores a column's binary flags as set by the server. This option was introduced with the 5.1.3 connector.

Server, Host, Data Source, DataSource, Address, Addr, Network Address

Default: localhost
The name or network address of the instance of MySQL to which to connect. Multiple hosts can be specified separated by commas. This can be useful where multiple MySQL servers are configured for replication and you are not concerned about the precise server you are connecting to. No attempt is made by the provider to synchronize writes to the database, so take care when using this option. In Unix environment with Mono, this can be a fully qualified path to a MySQL socket file. With this configuration, the Unix socket is used instead of the TCP/IP socket. Currently, only a single socket name can be given, so accessing MySQL in a replicated environment using Unix sockets is not currently supported.

Default: MYSQL
The name of the shared memory object to use for communication if the transport protocol is set to memory. This setting only applies to the Windows platform.

Currently not supported for .NET Core implementations.

SqlServerMode, Sql Server Mode

Default: false
Allow SQL Server syntax. When set to true, enables Connector.NET to support square brackets around symbols instead of backticks. This enables Visual Studio wizards that bracket symbols with [] to work with Connector.NET. This option incurs a performance hit, so should only be used if necessary. This option was introduced with the 6.3.1 connector.

SslMode, Ssl Mode, Ssl-Mo

Default: Preferred
This option was introduced in Connector.NET 6.2.1 and has the following values:

- None - Do not use SSL.
- Preferred - Use SSL if the server supports it, but allow connection in all cases.
- Required - Always use SSL. Deny connection if server does not support SSL.
- VerifyCA - Always use SSL. Validate the CA but tolerate name mismatch.
• **VerifyFull** - Always use SSL. Fail if the host name is not correct.

**TableCaching, Table Cache, tablecache**

Default: `false`

Enables or disables caching of `TableDirect` commands. A value of `true` enables the cache while `false` disables it. For usage information about table caching, see Section 4.5.4, "Using Connector/NET with Table Caching". This option was introduced with the 6.4 connector.

**TreatBlobsAsUTF8, Treat BLOBs as UTF8**

Default: `false`

Setting this value to `true` causes BLOB columns to have a character set of `utf8` with the default collation for that character set.

**TreatTinyAsBoolean, Treat Tiny As Boolean**

Default: `true`

Setting this value to `false` causes `TINYINT(1)` to be treated as an `INT`. See Numeric Data Type Syntax for a further explanation of the `TINYINT` and `BOOL` data types.

**UseAffectedRows, Use Affected Rows**

Default: `false`

When `true`, the connection reports changed rows instead of found rows. This option was introduced with the 5.2.6 connector.

**UseCompression, Compress, Use Compression**

Default: `false`

Setting this option to `true` enables compression of packets exchanged between the client and the server. This exchange is defined by the MySQL client/server protocol. Compression is used if both client and server support ZLIB compression, and the client has requested compression using this option.

A compressed packet header is: packet length (3 bytes), packet number (1 byte), and Uncompressed Packet Length (3 bytes). The Uncompressed Packet Length is the number of bytes in the original, uncompressed packet. If this is zero, the data in this packet has not been compressed. When the compression protocol is in use, either the client or the server may compress packets. However, compression will not occur if the compressed length is greater than the original length. Thus, some packets will contain compressed data while other packets will not.

**UseDefaultCommandTimeoutForEF, Use Default Command Timeout For EF**

Default: `false`

Enforces the command timeout of `EFMySqlCommand`, which is set to the value provided by the `DefaultCommandTimeout` property.

**UseOldSyntax, Old Syntax, OldSyntax, Use Old Syntax**

Default: `false`

This option was deprecated in Connector/NET 5.2.2 and removed in Connector/NET 6.10.2. All code should now be written using the '@' symbol as the parameter marker.

**UsePerformanceMonitor, Use Performance Monitor, UserPerfmon, Perfmon**

Default: `false`
<table>
<thead>
<tr>
<th>Option</th>
<th>Default</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>UseProcedureBodies</strong>, <strong>Use Procedure Bodies</strong>, <strong>Procedure Bodies</strong></td>
<td><strong>true</strong></td>
<td>Indicates that performance counters should be updated during execution. Actually not supported for .NET Core implementations.</td>
</tr>
<tr>
<td><strong>UserID</strong>, <strong>User Id</strong>, <strong>Username</strong>, <strong>Uid</strong>, <strong>User name</strong>, <strong>User</strong></td>
<td><strong>false</strong></td>
<td>The MySQL login account being used.</td>
</tr>
<tr>
<td><strong>UseUsageAdvisor</strong>, <strong>Use Usage Advisor</strong>, <strong>Usage Advisor</strong></td>
<td><strong>false</strong></td>
<td>Logs inefficient database operations. As of 6.10.6, this option is supported in .NET Core 2.0 implementations.</td>
</tr>
</tbody>
</table>

**Connection Pooling Options**

The following options are related to connection pooling within connection strings. For more information about connection pooling, see Opening a Connection to a Single Server.

<table>
<thead>
<tr>
<th>Option</th>
<th>Default</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CacheServerProperties</strong>, <strong>Cache Server Properties</strong></td>
<td><strong>false</strong></td>
<td>Specifies whether server variable settings are updated by a SHOW VARIABLES command each time a pooled connection is returned. Enabling this setting speeds up connections in a connection pool environment. Your application is not informed of any changes to configuration variables made by other connections. This option was introduced with the 6.3 connector.</td>
</tr>
<tr>
<td><strong>ConnectionLifeTime</strong>, <strong>Connection Lifetime</strong></td>
<td><strong>0</strong></td>
<td>When a connection is returned to the pool, its creation time is compared with the current time, and the connection is destroyed if that time span (in seconds) exceeds the value specified by Connection Lifetime. This is useful in clustered configurations to force load balancing between a running server and a server just brought online. A value of zero (0) causes pooled connections to have the maximum connection timeout.</td>
</tr>
<tr>
<td><strong>ConnectionReset</strong>, <strong>Connection Reset</strong></td>
<td><strong>false</strong></td>
<td>If true, the connection state is reset when it is retrieved from the pool. The default value of false avoids making an additional server connection.</td>
</tr>
</tbody>
</table>
round trip when obtaining a connection, but the connection state is not reset.

**MaximumPoolSize, Maximum Pool Size, Max Pool Size, MaxPoolSize**

Default: 100

The maximum number of connections allowed in the pool. This option applies to Connector/NET 6.7 and higher.

**MinimumPoolSize, Minimum Pool Size, Min Pool Size, MinPoolSize**

Default: 0

The minimum number of connections allowed in the pool. This option applies to Connector/NET 6.7 and higher.

**Pooling**

Default: true

When true, the MySqlConnection object is drawn from the appropriate pool, or if necessary, is created and added to the appropriate pool. Recognized values are true, false, yes, and no.

### 4.5 Connector/NET Programming

MySQL Connector/NET comprises several classes that are used to connect to the database, execute queries and statements, and manage query results.

The following are the major classes of Connector/NET:

- **MySqlConnection**: Represents an open connection to a MySQL database.
- **MySqlConnectionStringBuilder**: Aids in the creation of a connection string by exposing the connection options as properties.
- **MySqlCommand**: Represents an SQL statement to execute against a MySQL database.
- **MySqlCommandBuilder**: Automatically generates single-table commands used to reconcile changes made to a DataSet with the associated MySQL database.
- **MySqlDataAdapter**: Represents a set of data commands and a database connection that are used to fill a data set and update a MySQL database.
- **MySqlDataReader**: Provides a means of reading a forward-only stream of rows from a MySQL database.
- **MySqlException**: The exception that is thrown when MySQL returns an error.
- **MySqlHelper**: Helper class that makes it easier to work with the provider.
- **MySqlTransaction**: Represents an SQL transaction to be made in a MySQL database.

In the following sections, you will learn about some common use cases for Connector/NET, including BLOB handling, date handling, and using Connector/NET with common tools such as Crystal Reports.

#### 4.5.1 Using GetSchema on a Connection

The `GetSchema()` method of the connection object can be used to retrieve schema information about the database currently connected to. The schema information is returned in the form of a `DataTable`. The schema information is organized into a number of collections. Different forms of the `GetSchema()` method can be used depending on the information required. There are three forms of the `GetSchema()` method:

- **GetSchema()** - This call will return a list of available collections.
Using GetSchema on a Connection

- **GetSchema(String)** - This call returns information about the collection named in the string parameter. If the string “MetaDataCollections” is used then a list of all available collections is returned. This is the same as calling GetSchema() without any parameters.

- **GetSchema(String, String[])** - In this call the first string parameter represents the collection name, and the second parameter represents a string array of restriction values. Restriction values limit the amount of data that will be returned. Restriction values are explained in more detail in the Microsoft .NET documentation.

Collections

The collections can be broadly grouped into two types: collections that are common to all data providers, and collections specific to a particular provider.

**Common Collections.** The following collections are common to all data providers:

- MetaDataCollections
- DataSourceInformation
- DataTypes
- Restrictions
- ReservedWords

**Provider-Specific Collections.** The following are the collections currently provided by Connector/.NET, in addition to the common collections shown previously:

- Databases
- Tables
- Columns
- Users
- Foreign Keys
- IndexColumns
- Indexes
- Foreign Key Columns
- UDF
- Views
- ViewColumns
- Procedure Parameters
- Procedures
- Triggers

**Example Code.** A list of available collections can be obtained using the following code:

```csharp
using System;
using System.Data;
using System.Text;
using MySql.Data;
using MySql.Data.MySqlClient;
namespace ConsoleApplication2
{
    class Program
    {
        // Example code...
    }
}```
4.5.2 Using MySqlCommand

A MySqlCommand has the CommandText and CommandType properties associated with it. The CommandText will be handled differently depending on the setting of CommandType. CommandType can be one of:

• Text - An SQL text command (default)
• StoredProcedure - The name of a Stored Procedure
• TableDirect - The name of a table

The default CommandType, Text, is used for executing queries and other SQL commands. Some example of this can be found in the following section Section 4.6.1.2, "The MySqlCommand Object".

If CommandType is set to StoredProcedure, set CommandText to the name of the Stored Procedure to access.

If CommandType is set to TableDirect, all rows and columns of the named table will be returned when you call one of the Execute methods. In effect, this command performs a SELECT * on the table specified. The CommandText property is set to the name of the table to query. This is illustrated by the following code snippet:

```csharp
MySqlCommand cmd = new MySqlCommand();
cmd.CommandText = "mytable";
cmd.Connection = someConnection;
cmd.CommandType = CommandType.TableDirect;
MySqlDataReader reader = cmd.ExecuteReader();
while(reader.Read())
{
    Console.WriteLine(reader[0], reader[1]...);
}
```
Overview of Connector/NET Authentication

Examples of using the CommandType of StoredProcedure can be found in the section Section 4.5.6, “Accessing Stored Procedures with Connector/NET”.

Commands can have a timeout associated with them. This is useful as you may not want a situation were a command takes up an excessive amount of time. A timeout can be set using the CommandTimeout property. The following code snippet sets a timeout of one minute:

```csharp
MySqlCommand cmd = new MySqlCommand();
cmd.CommandTimeout = 60;
```

The default value is 30 seconds. Avoid a value of 0, which indicates an indefinite wait. To change the default command timeout, use the connection string option Default Command Timeout.

Connector/NET supports timeouts that are aligned with how Microsoft handles SqlCommand.CommandTimeout. This property is the cumulative timeout for all network reads and writes during command execution or processing of the results. A timeout can still occur in the MySqlReader.Read method after the first row is returned, and does not include user processing time, only IO operations.

Further details on this can be found in the relevant Microsoft documentation.

4.5.3 Overview of Connector/NET Authentication

MySQL Connector/NET implements a variety of authentication plugins that MySQL Server can invoke to authenticate a user. Pluggable authentication enables the server to determine which plugin applies, based on the user name and host name that your application passes to the server when making a connection. For a complete description of the authentication process, see Pluggable Authentication.

Connector/NET provides the following authentication plugins and methods:

- **mysql_native_password**
  - Supported for all versions of Connector/NET.

- **sha256_password**
  - Minimum version: Connector/NET 8.0.11
  - Supported for both classic MySQL protocol and X Protocol connections. For additional information on using the MYSQL41 mechanism with X Protocol, see the Auth connection option.

- **caching_sha2_password**
  - Minimum version: Connector/NET 6.10.7 and 8.0.11 for classic MySQL protocol connections only.

- **authentication_windows_client**
  - Supported for all versions of Connector/NET.

- **authentication_ldap_sasl_client**
  - Minimum version: Connector/NET 8.0.22 (SCRAM-SHA-1) and Connector/NET 8.0.23 (SCRAM-SHA-256) for classic MySQL protocol only.
  - SASL-based LDAP authentication for Connector/NET requires the Enterprise Edition of MySQL. SASL authentication protocol, using either the SCRAM-SHA-1 or SCRAM-SHA-256 SASL authentication method, applies to clients running on Windows and Linux, but not macOS.

- **mysql_clear_password**
  - Minimum version: Connector/NET 8.0.22 for classic MySQL protocol only.
Requires a secure connection to the server, which is satisfied by either condition at the client:

- The `SslMode` connection option has a value other than `None` (Default by preferred default).
- The `ConnectionProtocol` connection option is set to `unix` for Unix domain sockets.

### 4.5.3.1 Using the Windows Native Authentication Plugin

MySQL Connector/NET applications can authenticate to a MySQL server using the Windows Native Authentication Plugin. Users who have logged in to Windows can connect from MySQL client programs to the server based on the information in their environment without specifying an additional password. For background and usage information about the authentication plugin, see [Windows Pluggable Authentication](#).

The interface matches the `MySql.Data.MySqlClient` object. To enable, pass in `Integrated Security` to the connection string with a value of `yes` or `sspi`.

Passing in a user ID is optional. When Windows authentication is set up, a MySQL user is created and configured to be used by Windows authentication. By default, this user ID is named `auth_windows`, but can be defined using a different name. If the default name is used, then passing the user ID to the connection string from Connector/NET is optional, because it will use the `auth_windows` user. Otherwise, the name must be passed to the `connection string` using the standard user ID element.

### 4.5.3.2 Writing a Custom Authentication Plugin

Advanced users with special security requirements can create their own authentication plugins for MySQL Connector/NET applications. You can extend the handshake protocol, adding custom logic. For background and usage information about MySQL authentication plugins, see [Authentication Plugins](#) and [Writing Authentication Plugins](#).

To write a custom authentication plugin, you will need a reference to the assembly `MySql.Data.dll`. The classes relevant for writing authentication plugins are available at the namespace `MySql.Data.MySqlClient.Authentication`.

#### How the Custom Authentication Plugin Works

At some point during handshake, the internal method

```csharp
void Authenticate(bool reset)
```

of `MySqlAuthenticationPlugin` is called. This method in turns calls several overridable methods of the current plugin.

#### Creating the Authentication Plugin Class

You put the authentication plugin logic inside a new class derived from `MySql.Data.MySqlClient.Authentication.MySqlAuthenticationPlugin`. The following methods are available to be overridden:

```csharp
protected virtual void CheckConstraints()
protected virtual void AuthenticationFailed(Exception ex)
protected virtual void AuthenticationSuccessful()
protected virtual byte[] MoreData(byte[] data)
protected virtual void AuthenticationChange()
public abstract string PluginName { get; }
public virtual string GetUsername()
public virtual object GetPassword()
protected byte[] AuthData;
```

The following is a brief explanation of each one:

/// <summary>
/// This method must check authentication method specific constraints in the environment and throw an Exception
/// </summary>
/// if the conditions are not met. The default implementation does nothing.
/// </summary>
protected virtual void CheckConstraints()
/// <summary>
/// This method, called when the authentication failed, provides a chance to
/// plugins to manage the error
/// the way they consider decide (either showing a message, logging it, etc.).
/// The default implementation wraps the original exception in a MySqlException
/// with an standard message and rethrows it.
/// </summary>
/// <param name="ex">The exception with extra information on the error.</param>
protected virtual void AuthenticationFailed(Exception ex)
/// <summary>
/// This method is invoked when the authentication phase was successful accepted
/// by the server.
/// Derived classes must override this if they want to be notified of such
/// condition.
/// </summary>
protected virtual void AuthenticationSuccessful()
/// <summary>
/// This method provides a chance for the plugin to send more data when the
/// server requests so during the
/// authentication phase. This method will be called at least once, and more
/// than one depending upon whether the
/// server response packets have the 0x01 prefix.
/// </summary>
/// <param name="data">The response data from the server, during the
/// authentication phase the first time is called is null, in
/// subsequent calls contains the server response.</param>
protected virtual byte[] MoreData(byte[] data)
/// <summary>
/// The plugin name.
/// </summary>
public abstract string PluginName { get; }
/// <summary>
/// Gets the user name to send to the server in the authentication phase.
/// </summary>
/// <returns>An string with the user name</returns>
public virtual string GetUsername()
/// <summary>
/// Gets the password to send to the server in the authentication phase. This
/// can be a string or a
/// </summary>
/// <returns>An object, can be byte[], string or null, with the password.
/// </returns>
public virtual object GetPassword()
/// <summary>
/// The authentication data passed when creating the plugin.
/// For example in mysql_native_password this is the seed to encrypt the
/// password.
/// </summary>
protected byte[] AuthData;

Sample Authentication Plugin

Here is an example showing how to create the authentication plugin, then enable it by means of a
configuration file. Follow these steps:


2. Design the main program as follows:

```csharp
using System;
using System.Collections.Generic;
using System.Linq;
```
Overview of Connector/NET Authentication

using System.Text;
using MySql.Data.MySqlClient;
namespace AuthPluginTest
{
  class Program
  {
    static void Main(string[] args)
    {
      // Customize the connection string as necessary.
      MySqlConnection con = new MySqlConnection("server=localhost;
database=test; user id=myuser; password=mypass");
      con.Open();
      con.Close();
    }
  }
}

3. Create your plugin class. In this example, we add an “alternative” implementation of the Native password plugin by just using the same code from the original plugin. We name our class `MySqlNativePasswordPlugin2`:

```csharp
using System.IO;
using System;
using System.Text;
using System.Diagnostics;
namespace AuthPluginTest
{
  public class MySqlNativePasswordPlugin2 : MySqlAuthenticationPlugin
  {
    public override string PluginName
    {
      get { return "mysql_native_password"; }
    }
    public override object GetPassword()
    {
      Debug.WriteLine("Calling MySqlNativePasswordPlugin2.GetPassword");
      return Get411Password(Settings.Password, AuthData);
    }
    /// <summary>
    /// Returns a byte array containing the proper encryption of the
    /// given password/seed according to the new 4.1.1 authentication scheme.
    /// </summary>
    /// <param name="password"></param>
    /// <param name="seed"></param>
    /// <returns></returns>
    private byte[] Get411Password(string password, byte[] seedBytes)
    {
      if (password.Length == 0) return new byte[1];
      SHA1 sha = new SHA1CryptoServiceProvider();
      byte[] firstHash = sha.ComputeHash(Encoding.Default.GetBytes(password));
      byte[] secondHash = sha.ComputeHash(firstHash);
      byte[] input = new byte[seedBytes.Length + secondHash.Length];
      Array.Copy(seedBytes, 0, input, 0, seedBytes.Length);
      Array.Copy(secondHash, 0, input, seedBytes.Length, secondHash.Length);
      byte[] thirdHash = sha.ComputeHash(input);
      byte[] finalHash = new byte[thirdHash.Length + 1];
      finalHash[0] = 0x14;
      Array.Copy(thirdHash, 0, finalHash, 1, thirdHash.Length);
      for (int i = 1; i < finalHash.Length; i++)
        finalHash[i] = (byte)(finalHash[i] ^ firstHash[i - 1]);
      return finalHash;
    }
  }
}
```

4. Notice that the plugin implementation just overrides `GetPassword`, and provides an implementation to encrypt the password using the 4.1 protocol. We also put the following line in the `GetPassword` body:
Debug.WriteLine("Calling MySqlNativePasswordPlugin2.GetPassword");

to provide confirmation that the plugin was effectively used. (You could also put a breakpoint on that method.)

5. Enable the new plugin in the configuration file:

```xml
<configuration>
  <configSections>
  </configSections>
  <MySQL>
    <AuthenticationPlugins>
      <add name="mysql_native_password" type="AuthPluginTest.MySqlNativePasswordPlugin2, AuthPluginTest"/>
    </AuthenticationPlugins>
  </MySQL>
  <startup>
    <supportedRuntime version="v4.0" sku=".NETFramework,Version=v4.0"/>
  </startup>
</configuration>
```

6. Run the application. In Visual Studio, you will see the message Calling MySqlNativePasswordPlugin2.GetPassword in the debug window.

7. Continue enhancing the authentication logic, overriding more methods if you required.

### 4.5.4 Using Connector/NET with Table Caching

Table caching is a feature that can be used to cache slow-changing datasets on the client side. This is useful for applications that are designed to use readers, but still want to minimize trips to the server for slow-changing tables.

This feature is transparent to the application, and is disabled by default.

Configuration

- To enable table caching, add `table cache = true` to the connection string.
- Optionally, specify the 'Default Table Cache Age' connection string option, which represents the number of seconds a table is cached before the cached data is discarded. The default value is 60.
- You can turn caching on and off and set caching options at runtime, on a per-command basis.

### 4.5.5 Using the Connector/NET with Prepared Statements

Use of prepared statements can provide significant performance improvements on queries that are executed more than once.

**Note**

Prepared statement support is available with MySQL 4.1 and higher.

Prepared execution is faster than direct execution for statements executed more than once, primarily because the query is parsed only once. In the case of direct execution, the query is parsed every time it is executed. Prepared execution also can provide a reduction of network traffic because for each execution of the prepared statement, it is necessary only to send the data for the parameters.

Another advantage of prepared statements is that, with server-side prepared statements enabled, it uses a binary protocol that makes data transfer between client and server more efficient.
4.5.5.1 Preparing Statements in Connector/NET

To prepare a statement, create a command object and set the `CommandText` property to your query. After entering your statement, call the `Prepare` method of the `MySqlCommand` object. After the statement is prepared, add parameters for each of the dynamic elements in the query.

After you enter your query and enter parameters, execute the statement using the `ExecuteNonQuery()`, `ExecuteScalar()`, or `ExecuteReader` methods.

For subsequent executions, you need only modify the values of the parameters and call the execute method again, there is no need to set the `CommandText` property or redefine the parameters.

**Visual Basic Example**

```vbnet
Dim conn As New MySqlConnection
Dim cmd As New MySqlCommand
conn.ConnectionString = strConnection
Try
    conn.Open()
    cmd.Connection = conn
    cmd.CommandText = "INSERT INTO myTable VALUES(NULL, @number, @text)"
    cmd.Prepare()
    cmd.Parameters.AddWithValue("@number", 1)
    cmd.Parameters.AddWithValue("@text", "One")
    For i = 1 To 1000
        cmd.Parameters("@number").Value = i
        cmd.Parameters("@text").Value = "A string value"
        cmd.ExecuteNonQuery()
    Next
Catch ex As MySqlException
    MessageBox.Show("Error " & ex.Number & " has occurred: " & ex.Message, "Error", MessageBoxButtons.OK, MessageBoxIcon.Error)
End Try
```

**C# Example**

```csharp
using MySql.Data.MySqlClient;

MySqlConnection conn;
MySqlCommand cmd;
conn = new MySqlConnection();
conn.ConnectionString = strConnection;
try{
    conn.Open();
    cmd.Connection = conn;
    cmd.CommandText = "INSERT INTO myTable VALUES(NULL, @number, @text)";
    cmd.Prepare();
    cmd.Parameters.AddWithValue("@number", 1);
    cmd.Parameters.AddWithValue("@text", "One");
    for (int i=1; i <= 1000; i++)
    {
        cmd.Parameters["@number"].Value = i;
        cmd.Parameters["@text"].Value = "A string value";
        cmd.ExecuteNonQuery();
    }
} catch (MySqlException ex)
{
    MessageBox.Show("Error " + ex.Number + " has occurred: " + ex.Message, "Error", MessageBoxButtons.OK, MessageBoxIcon.Error);
}
```

4.5.6 Accessing Stored Procedures with Connector/NET
MySQL 5.0 and higher supports stored procedures with the SQL 2003 stored procedure syntax.

A stored procedure is a set of SQL statements that is stored in the server. Clients make a single call to the stored procedure, passing parameters that can influence the procedure logic and query conditions, rather than issuing individual hardcoded SQL statements.

Stored procedures can be particularly useful in situations such as the following:

- Stored procedures can act as an API or abstraction layer, allowing multiple client applications to perform the same database operations. The applications can be written in different languages and run on different platforms. The applications do not need to hardcode table and column names, complicated queries, and so on. When you extend and optimize the queries in a stored procedure, all the applications that call the procedure automatically receive the benefits.

- When security is paramount, stored procedures keep applications from directly manipulating tables, or even knowing details such as table and column names. Banks, for example, use stored procedures for all common operations. This provides a consistent and secure environment, and procedures can ensure that each operation is properly logged. In such a setup, applications and users would not get any access to the database tables directly, but can only execute specific stored procedures.

Connector/NET supports the calling of stored procedures through the `MySqlCommand` object. Data can be passed in and out of a MySQL stored procedure through use of the `MySqlCommand.Parameters` collection.

**Note**

When you call a stored procedure (in versions before the MySQL 8.0 release series), the command object makes an additional `SELECT` call to determine the parameters of the stored procedure. You must ensure that the user calling the procedure has the `SELECT` privilege on the `mysql.proc` table to enable them to verify the parameters. Failure to do this will result in an error when calling the procedure.

This section will not provide in-depth information on creating Stored Procedures. For such information, please refer to [https://dev.mysql.com/doc/mysql/en/stored-routines.html](https://dev.mysql.com/doc/mysql/en/stored-routines.html).

A sample application demonstrating how to use stored procedures with Connector/NET can be found in the `Samples` directory of your Connector/NET installation.

### 4.5.6.1 Using Stored Routines from Connector/NET

Stored procedures in MySQL can be created using a variety of tools. First, stored procedures can be created using the `mysql` command-line client. Second, stored procedures can be created using MySQL Workbench. Finally, stored procedures can be created using the `ExecuteNonQuery` method of the `MySqlCommand` object.

Unlike the command-line and GUI clients, you are not required to specify a special delimiter when creating stored procedures in Connector/NET.

To call a stored procedure using Connector/NET, you create a `MySqlCommand` object and pass the stored procedure name as the `CommandText` property. You then set the `CommandType` property to `CommandType.StoredProcedure`.

After the stored procedure is named, you create one `MySqlCommand` parameter for every parameter in the stored procedure. `IN` parameters are defined with the parameter name and the object containing the value, `OUT` parameters are defined with the parameter name and the data type that is expected to be returned. All parameters need the parameter direction defined.

After defining the parameters, you call the stored procedure by using the `MySqlCommand.ExecuteNonQuery()` method.
Once the stored procedure is called, the values of the output parameters can be retrieved by using the `.Value` property of the `MySqlConnector.Parameters` collection.

**Note**

When a stored procedure is called using `MySqlCommand.ExecuteReader`, and the stored procedure has output parameters, the output parameters are only set after the `MySqlDataReader` returned by `ExecuteReader` is closed.

The following C# example code demonstrates the use of stored procedures. It assumes the database 'employees' has already been created:

```csharp
generated code
```
The following code shows the same application in Visual Basic:

```vbnet
Imports System
Imports System.Collections.Generic
Imports System.Linq
Imports System.Text
Imports System.Data
Imports MySql.Data
Imports MySql.Data.MySqlClient

Module Module1
    Sub Main()
        Dim conn As New MySqlConnection()
        conn.ConnectionString = "server=localhost;user=root;database=world;port=3306;password=******"
        Dim cmd As New MySqlCommand()
        Try
            Console.WriteLine("Connecting to MySQL...")
            conn.Open()
            cmd.Connection = conn
            cmd.CommandText = "DROP PROCEDURE IF EXISTS add_emp"
            cmd.ExecuteNonQuery()
            cmd.CommandText = "DROP TABLE IF EXISTS emp"
            cmd.ExecuteNonQuery()
            cmd.CommandText = "CREATE TABLE emp (empno INT UNSIGNED NOT NULL AUTO_INCREMENT PRIMARY KEY, first_name VARCHAR(20), last_name VARCHAR(20), birthdate DATE)"
            cmd.ExecuteNonQuery()
            cmd.CommandText = "CREATE PROCEDURE add_emp(IN fname VARCHAR(20), IN lname VARCHAR(20), IN bday DATETIME, OUT empno...
            cmd.CommandText = "VALUES(fname, lname, DATE(bday)); SET empno = LAST_INSERT_ID(); END"
            cmd.ExecuteNonQuery()
        Catch ex As MySqlException
            Console.WriteLine("Error " & ex.Number & " has occurred: ") + ex.Message
        End Try
        conn.Close()
        Console.WriteLine("Connection closed.")
    End Sub
End Module
```

4.5.7 Handling BLOB Data With Connector/NET

One common use for MySQL is the storage of binary data in BLOB columns. MySQL supports four different BLOB data types: TINYBLOB, BLOB, MEDIUMBLOB, and LONGBLOB, all described in The BLOB and TEXT Types and Data Type Storage Requirements.
Data stored in a **BLOB** column can be accessed using MySQL Connector/NET and manipulated using client-side code. There are no special requirements for using Connector/NET with **BLOB** data.

Simple code examples will be presented within this section, and a full sample application can be found in the Samples directory of the Connector/NET installation.

### 4.5.7.1 Preparing the MySQL Server

The first step is using MySQL with **BLOB** data is to configure the server. Let's start by creating a table to be accessed. In my file tables, I usually have four columns: an **AUTO_INCREMENT** column of appropriate size (**UNSIGNED SMALLINT**) to serve as a primary key to identify the file, a **VARCHAR** column that stores the file name, an **UNSIGNED MEDIUMINT** column that stores the size of the file, and a **MEDIUMBLOB** column that stores the file itself. For this example, I will use the following table definition:

```sql
CREATE TABLE file(
  file_id SMALLINT UNSIGNED AUTO_INCREMENT NOT NULL PRIMARY KEY,
  file_name VARCHAR(64) NOT NULL,
  file_size MEDIUMINT UNSIGNED NOT NULL,
  file MEDIUMBLOB NOT NULL);
```

After creating a table, you might need to modify the `max_allowed_packet` system variable. This variable determines how large of a packet (that is, a single row) can be sent to the MySQL server. By default, the server only accepts a maximum size of 1MB from the client application. If you intend to exceed 1MB in your file transfers, increase this number.

The `max_allowed_packet` option can be modified using the MySQL Workbench **Server Administration** screen. Adjust the Maximum permitted option in the **Data / Memory size** section of the Networking tab to an appropriate setting. After adjusting the value, click the **Apply** button and restart the server using the **Startup / Shutdown** screen of MySQL Workbench. You can also adjust this value directly in the **my.cnf** file (add a line that reads `max_allowed_packet=xxM`), or use the **SET** `max_allowed_packet=xxM;` syntax from within MySQL.

Try to be conservative when setting `max_allowed_packet`, as transfers of **BLOB** data can take some time to complete. Try to set a value that will be adequate for your intended use and increase the value if necessary.

### 4.5.7.2 Writing a File to the Database

To write a file to a database, we need to convert the file to a byte array, then use the byte array as a parameter to an **INSERT** query.

The following code opens a file using a FileStream object, reads it into a byte array, and inserts it into the `file` table:

**Visual Basic Example**

```vbnet
Dim conn As New MySqlConnection
Dim cmd As New MySqlCommand
Dim SQL As String
Dim FileSize As UInt32
Dim rawData() As Byte
Dim fs As FileStream
conn.ConnectionString = "server=127.0.0.1;" & 
  "uid=root;" & 
  "pwd=12345;" & 
  "database=test"
Try
  FileSize = fs.Length
  rawData = New Byte(FileSize) {}
  fs.Read(rawData, 0, FileSize)
  fs.Close()
  conn.Open()
  SQL = "INSERT INTO file VALUES(NULL, @FileName, @FileSize, @File)"
```
Handling BLOB Data With Connector/NET

C# Example

```csharp
MySqlConnection conn;
MySqlCommand cmd;
conn = new MySqlConnection();
cmd = new MySqlCommand();
string SQL;
UInt32 FileSize;
byte[] rawData;
FileStream fs;
conn.ConnectionString = "server=127.0.0.1;uid=root;pwd=12345;database=test";
try {
    fs = new FileStream("c:\image.png", FileMode.Open, FileAccess.Read);
    FileSize = fs.Length;
    rawData = new byte[FileSize];
    fs.Read(rawData, 0, FileSize);
    fs.Close();
    conn.Open();
    SQL = "INSERT INTO file VALUES(NULL, @FileName, @FileSize, @File)";
    cmd.Connection = conn;
    cmd.CommandText = SQL;
    cmd.Parameters.AddWithValue(@"FileName", strFileName);
    cmd.Parameters.AddWithValue(@"FileSize", FileSize);
    cmd.Parameters.AddWithValue(@"File", rawData);
    cmd.ExecuteNonQuery();
    MessageBox.Show("File Inserted into database successfully!", "Success!", MessageBoxButtons.OK, MessageBoxIcon.Asterisk);
    conn.Close();
} catch (MySqlException ex) {
    MessageBox.Show("Error " + ex.Number + " has occurred: " + ex.Message, "Error", MessageBoxButtons.OK, MessageBoxIcon.Error);
}
```

The `Read` method of the `FileStream` object is used to load the file into a byte array which is sized according to the `Length` property of the `FileStream` object.

After assigning the byte array as a parameter of the `MySqlCommand` object, the `ExecuteNonQuery` method is called and the BLOB is inserted into the `file` table.

4.5.7.3 Reading a BLOB from the Database to a File on Disk

After a file is loaded into the `file` table, we can use the `MySqlDataReader` class to retrieve it.

The following code retrieves a row from the `file` table, then loads the data into a `FileStream` object to be written to disk:

Visual Basic Example

```vbnet
Dim conn As New MySqlConnection
Dim cmd As New MySqlCommand
Dim myData As MySqlDataReader
Dim SQL As String
```
Dim rawData() As Byte
Dim FileSize As UInt32
Dim fs As FileStream
conn.ConnectionString = "server=127.0.0.1;" & "uid=root;" & "pwd=12345;" & "database=test"
SQL = "SELECT file_name, file_size, file FROM file"
Try
  conn.Open()
  cmd.Connection = conn
  cmd.CommandText = SQL
  myData = cmd.ExecuteReader
  If Not myData.HasRows Then Throw New Exception("There are no BLOBs to save")
  myData.Read()
  FileSize = myData.GetUInt32(myData.GetOrdinal("file_size"))
  rawData = New Byte(FileSize) {}
  myData.GetBytes(myData.GetOrdinal("file"), 0, rawData, 0, FileSize)
  fs = New FileStream("C:\newfile.png", FileMode.OpenOrCreate, FileAccess.Write)
  fs.Write(rawData, 0, FileSize)
  fs.Close()
  MessageBox.Show("File successfully written to disk!", "Success!", MessageBoxButtons.OK, MessageBoxIcon.Asterisk)
  myData.Close()
  conn.Close()
Catch ex As Exception
  MessageBox.Show("There was an error: " & ex.Message, "Error", MessageBoxButtons.OK, MessageBoxIcon.Error)
End Try

After connecting, the contents of the file table are loaded into a MySqlDataReader object. The GetBytes method of the MySqlDataReader is used to load the BLOBs into a byte array, which is then written to disk using a FileStream object.
The `GetOrdinal` method of the `MySqlDataReader` can be used to determine the integer index of a named column. Use of the `GetOrdinal` method prevents errors if the column order of the `SELECT` query is changed.

### 4.5.8 Asynchronous Methods

The Task-based Asynchronous Pattern (TAP) is a pattern for asynchrony in the .NET Framework. It is based on the `Task` and `Task<TResult>` types in the `System.Threading.Tasks` namespace, which are used to represent arbitrary asynchronous operations.

**Async-Await** are new keywords introduced to work with the TAP. The **Async modifier** is used to specify that a method, lambda expression, or anonymous method is asynchronous. The **Await** operator is applied to a task in an asynchronous method to suspend the execution of the method until the awaited task completes.

#### Requirements

- **Async-Await** support requires .NET Framework 4.5 or later
- **TAP** support requires .NET Framework 4.0 or later
- MySQL Connector/NET 6.9 or later

#### Methods

The following methods can be used with either TAP or Async-Await.

- **Namespace** `MySql.Data.Entity`
  - **Class** `EFMySqlCommand`
    - `Task PrepareAsync()`
    - `Task PrepareAsync(CancellationToken)`

- **Namespace** `MySql.Data`
  - **Class** `MySqlBulkLoader`
    - `Task<int> LoadAsync()`
    - `Task<int> LoadAsync(CancellationToken)`

- **Class** `MySqlConnection`
  - `Task<MySqlTransaction> BeginTransactionAsync()`  
  - `Task<MySqlTransaction> BeginTransactionAsync(CancellationToken)`  
  - `Task<MySqlTransaction> BeginTransactionAsync(IsolationLevel)`  
  - `Task<MySqlTransaction> BeginTransactionAsync(IsolationLevel, CancellationToken)`  
  - `Task ChangeDatabaseAsync(string)`  
  - `Task ChangeDatabaseAsync(string, CancellationToken)`  
  - `Task CloseAsync()`  
  - `Task CloseAsync(CancellationToken)`  
  - `Task ClearPoolAsync(MySqlConnection)`
Asynchronous Methods

- Task ClearPoolAsync(MySqlConnection, CancellationToken)
- Task ClearAllPoolsAsync()
- Task ClearAllPoolsAsync(CancellationToken)
- Task<MvcSchemaCollection> GetSchemaCollection(string, string[])
- Task<MvcSchemaCollection> GetSchemaCollection(string, string[], CancellationToken)

**Class** MySqlDataAdapter

- Task<int> FillAsync(DataSet)
- Task<int> FillAsync(DataSet, CancellationToken)
- Task<int> FillAsync(DataTable)
- Task<int> FillAsync(DataTable, CancellationToken)
- Task<int> FillAsync(DataSet, string)
- Task<int> FillAsync(DataSet, string, CancellationToken)
- Task<int> FillAsync(DataTable, IDataReader)
- Task<int> FillAsync(DataTable, IDataReader, CancellationToken)
- Task<int> FillAsync(DataTable, IDbCommand, CommandBehavior)
- Task<int> FillAsync(DataTable, IDbCommand, CommandBehavior, CancellationToken)
- Task<int> FillAsync(int, int, params DataTable[])
- Task<int> FillAsync(int, int, params DataTable[], CancellationToken)
- Task<int> FillAsync(DataSet, int, int)
- Task<int> FillAsync(DataSet, int, int, CancellationToken)
- Task<int> FillAsync(DataSet, string, IDataReader, int, int, CancellationToken)
- Task<int> FillAsync(DataTable[], int, int, IDbCommand, CommandBehavior)
- Task<int> FillAsync(DataTable[], int, int, IDbCommand, CommandBehavior, CancellationToken)
- Task<int> FillAsync(DataSet, int, int, string, IDbCommand, CommandBehavior)
- Task<int> FillAsync(DataSet, int, int, string, IDbCommand, CommandBehavior, CancellationToken)
- Task<DataTable[]> FillSchemaAsync(DataSet, SchemaType)
Asynchronous Methods

- Task<DataTable[]> FillSchemaAsync(DataSet, SchemaType, CancellationToken)
- Task<DataTable[]> FillSchemaAsync(DataSet, SchemaType, string)
- Task<DataTable[]> FillSchemaAsync(DataSet, SchemaType, string, CancellationToken)
- Task<DataTable[]> FillSchemaAsync(DataSet, SchemaType, string, IDataReader)
- Task<DataTable[]> FillSchemaAsync(DataSet, SchemaType, string, IDataReader, CancellationToken)
- Task<DataTable[]> FillSchemaAsync(DataSet, SchemaType, IDbCommand, string, CommandBehavior)
- Task<DataTable[]> FillSchemaAsync(DataSet, SchemaType, IDbCommand, string, CommandBehavior, CancellationToken)
- Task<DataTable> FillSchemaAsync(DataTable, SchemaType)
- Task<DataTable> FillSchemaAsync(DataTable, SchemaType, CancellationToken)
- Task<DataTable> FillSchemaAsync(DataTable, SchemaType, IDataReader)
- Task<DataTable> FillSchemaAsync(DataTable, SchemaType, IDataReader, CancellationToken)
- Task<int> UpdateAsync(DataRow[])
- Task<int> UpdateAsync(DataRow[], CancellationToken)
- Task<int> UpdateAsync(DataSet)
- Task<int> UpdateAsync(DataSet, CancellationToken)
- Task<int> UpdateAsync(DataTable)
- Task<int> UpdateAsync(DataTable, CancellationToken)
- Task<int> UpdateAsync(DataRow[], DataTableMapping, CancellationToken)
- Task<int> UpdateAsync(DataSet, string)
- Task<int> UpdateAsync(DataSet, string, CancellationToken)

Class MySqlHelper

- Task<DataRow> ExecuteDataRowAsync(string, string, params MySqlParameter[])
- Task<DataRow> ExecuteDataRowAsync(string, string, CancellationToken, params MySqlParameter[])
Asynchronous Methods

- Task<int> ExecuteNonQueryAsync(MySqlConnection, string, params MySqlParameter[])
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- Task<MySqlDataReader> ExecuteReaderAsync(MySqlConnection, string, CancellationToken, params MySqlParameter[])  
- Task<object> ExecuteScalarAsync(string, string)  
- Task<object> ExecuteScalarAsync(string, string, CancellationToken)  
- Task<object> ExecuteScalarAsync(string, string, params MySqlParameter[])  
- Task<object> ExecuteScalarAsync(string, string, CancellationToken, params MySqlParameter[])  
- Task<object> ExecuteScalarAsync(MySqlConnection, string)  
- Task<object> ExecuteScalarAsync(MySqlConnection, string, CancellationToken)  
- Task<object> ExecuteScalarAsync(MySqlConnection, string, params MySqlParameter[])  
- Task<object> ExecuteScalarAsync(MySqlConnection, string, CancellationToken, params MySqlParameter[])  

- Class MySqlScript  
  - Task<int> ExecuteAsync()  
  - Task<int> ExecuteAsync(CancellationToken)  

In addition to the methods listed above, the following are methods inherited from the .NET Framework:

- Namespace MySql.Data.Entity  
  - Class EFMySqlCommand  
    - Task<DbDataReader> ExecuteDbDataReaderAsync(CommandBehaviour, CancellationToken)  
    - Task<int> ExecuteNonQueryAsync()  
    - Task<int> ExecuteNonQueryAsync(CancellationToken)  
    - Task<DbDataReader> ExecuteReaderAsync()  
    - Task<DbDataReader> ExecuteReaderAsync(CancellationToken)  
    - Task<DbDataReader> ExecuteReaderAsync(CommandBehaviour)  
    - Task<DbDataReader> ExecuteReaderAsync(CommandBehaviour, CancellationToken)  
    - Task<object> ExecuteScalarAsync()  
    - Task<object> ExecuteScalarAsync(CancellationToken)  

- Namespace MySql.Data  
  - Class MySqlCommand  
    - Task<DbDataReader> ExecuteDbDataReaderAsync(CommandBehaviour, CancellationToken)  
  
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- `Task<int>` `ExecuteNonQueryAsync`
- `Task<int>` `ExecuteNonQueryAsync(CancellationToken)`
- `Task<DbDataReader>` `ExecuteReaderAsync`
- `Task<DbDataReader>` `ExecuteReaderAsync(CancellationToken)`
- `Task<DbDataReader>` `ExecuteReaderAsync(CommandBehaviour)`
- `Task<DbDataReader>` `ExecuteReaderAsync(CommandBehaviour, CancellationToken)`
- `Task<object>` `ExecuteScalarAsync`
- `Task<object>` `ExecuteScalarAsync(CancellationToken)`

**Class MySqlConnection**
- `Task OpenAsync`
- `Task OpenAsync(CancellationToken)`

**Class MySqlCommandReader**
- `Task<T>` `GetFieldValueAsync<T>(int)`
- `Task<T>` `GetFieldValueAsync<T>(int, CancellationToken)`
- `Task<bool>` `IsDBNullAsync(int)`
- `Task<bool>` `IsDBNullAsync(int, CancellationToken)`
- `Task<bool>` `NextResultAsync`
- `Task<bool>` `NextResultAsync(CancellationToken)`
- `Task<bool>` `ReadAsync`
- `Task<bool>` `ReadAsync(CancellationToken)`

**Examples**

The following examples demonstrate how to use the asynchronous methods:

In this example, a method has the `async` modifier because the method `await` call made applies to the method `LoadAsync`. The method returns a `Task` object that contains information about the result of the awaited method. Returning `Task` is like having a void method, but you should not use `async void` if your method is not a top-level access method like an event.

```csharp
public async Task BulkLoadAsync()
{
    MySqlConnection myConn = new MySqlConnection("MyConnectionString");
    MySqlBulkLoader loader = new MySqlBulkLoader(myConn);
    loader.TableName = "BulkLoadTest";
    loader.FileName = @"c:\MyPath\MyFile.txt";
    loader.Timeout = 0;
    var result = await loader.LoadAsync();
}
```

In this example, an "async void" method is used with "await" for the `ExecuteNonQueryAsync` method, to correspond to the onclick event of a button. This is why the method does not return a `Task`.
private async void myButton_Click()
{
    MySqlConnection myConn = new MySqlConnection("MyConnectionString");
    MySqlCommand proc = new MySqlCommand("MyAsyncSpTest", myConn);
    proc.CommandType = CommandType.StoredProcedure;
    int result = await proc.ExecuteNonQueryAsync();
}

4.5.9 Using the Connector/NET Interceptor Classes

An interceptor is a software design pattern that provides a transparent way to extend or modify some aspect of a program, similar to a user exit. No recompiling is required. With MySQL Connector/NET, the interceptors are enabled and disabled by updating the connection string to refer to different sets of interceptor classes that you instantiate.

Note

The classes and methods presented in this section do not apply to Connector/NET applications developed with the .NET Core 1.1 framework.

Connector/NET includes the following interceptor classes:

- The **BaseCommandInterceptor** lets you perform additional operations when a program issues a SQL command. For example, you can examine the SQL statement for logging or debugging purposes, substitute your own result set to implement a caching mechanism, and so on. Depending on the use case, your code can supplement the SQL command or replace it entirely.

  The **BaseCommandInterceptor** class has these methods that you can override:

  ```csharp
  public virtual bool ExecuteScalar(string sql, ref object returnValue);
  public virtual bool ExecuteNonQuery(string sql, ref int returnValue);
  public virtual bool ExecuteReader(string sql, CommandBehavior behavior, ref MySqlDataReader returnValue);
  public virtual void Init(MySqlConnection connection);
  ```

  If your interceptor overrides one of the `Execute...` methods, set the `returnValue` output parameter and return `true` if you handled the event, or `false` if you did not handle the event. The SQL command is processed normally only when all command interceptors return `false`.

  The connection passed to the `Init` method is the connection that is attached to this interceptor.

- The **BaseExceptionInterceptor** lets you perform additional operations when a program encounters an SQL exception. The exception interception mechanism is modeled after the Connector/J model. You can code an interceptor class and connect it to an existing program without recompiling, and intercept exceptions when they are created. You can then change the exception type and optionally attach information to it. This capability lets you turn on and off logging and debugging code without hardcoding anything in the application. This technique applies to exceptions raised at the SQL level, not to lower-level system or I/O errors.

  You develop an exception interceptor first by creating a subclass of the **BaseExceptionInterceptor** class. You must override the `InterceptException()` method. You can also override the `Init()` method to do some one-time initialization.

  Each exception interceptor has 2 methods:

  ```csharp
  public abstract Exception InterceptException(Exception exception, MySqlConnection connection);
  public virtual void Init(MySqlConnection connection);
  ```

  The connection passed to `Init()` is the connection that is attached to this interceptor.
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Each interceptor is required to override InterceptException and return an exception. It can
return the exception it is given, or it can wrap it in a new exception. We currently do not offer the
ability to suppress the exception.
Here are examples of using the FQN (fully qualified name) on the connection string:
MySqlConnection c1 = new MySqlConnection(@"server=localhost;pooling=false;
commandinterceptors=CommandApp.MyCommandInterceptor,CommandApp");
MySqlConnection c2 = new MySqlConnection(@"server=localhost;pooling=false;
exceptioninterceptors=ExceptionStackTraceTest.MyExceptionInterceptor,ExceptionStackTraceTest");

In this example, the command interceptor is called CommandApp.MyCommandInterceptor
and exists in the CommandApp assembly. The exception interceptor is called
ExceptionStackTraceTest.MyExceptionInterceptor and exists in the
ExceptionStackTraceTest assembly.
To shorten the connection string, you can register your exception interceptors in your app.config or
web.config file like this:
<configSections>
</configSections>
<MySQL>
<CommandInterceptors>
<add name="myC" type="CommandApp.MyCommandInterceptor,CommandApp" />
</CommandInterceptors>
</MySQL>
<configSections>
<section name="MySQL" type="MySql.Data.MySqlClient.MySqlConfiguration,
MySql.Data"/>
</configSections>
<MySQL>
<ExceptionInterceptors>
<add name="myE"
type="ExceptionStackTraceTest.MyExceptionInterceptor,ExceptionStackTraceTest" />
</ExceptionInterceptors>
</MySQL>

After you have done that, your connection strings can look like these:
MySqlConnection c1 = new MySqlConnection(@"server=localhost;pooling=false;
commandinterceptors=myC");
MySqlConnection c2 = new MySqlConnection(@"server=localhost;pooling=false;
exceptioninterceptors=myE");

4.5.10 Handling Date and Time Information in Connector/NET
MySQL and the .NET languages handle date and time information differently, with MySQL allowing
dates that cannot be represented by a .NET data type, such as '0000-00-00 00:00:00'. These
differences can cause problems if not properly handled.
The following sections demonstrate how to properly handle date and time information when using
MySQL Connector/NET.

4.5.10.1 Fractional Seconds
MySQL Connector/NET supports the fractional seconds feature in MySQL, where the fractional
seconds part of temporal values is preserved in data stored and retrieved through SQL. For fractional
second handling in MySQL 5.6.4 and higher, see Fractional Seconds in Time Values.
To use the more precise date and time types, specify a value from 1 to 6 when creating the table
column, for example TIME(3) or DATETIME(6), representing the number of digits of precision after
the decimal point. Specifying a precision of 0 leaves the fractional part out entirely. In your C# or

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Visual Basic code, refer to the Millisecond member to retrieve the fractional second value from the 
MySQLDateTime object returned by the GetMySqlDateTime function. The DateTime object returned 
by the GetDateTime function also contains the fractional value, but only the first 3 digits.

For related code examples, see the following blog post: https://blogs.oracle.com/MySqlOnWindows/ 
entry/milliseconds_value_support_on_datetime

4.5.10.2 Problems when Using Invalid Dates

The differences in date handling can cause problems for developers who use invalid dates. Invalid 
MySQL dates cannot be loaded into native .NET DateTime objects, including NULL dates.

Because of this issue, .NET DataSet objects cannot be populated by the Fill method of the 
MySqlDataAdapter class as invalid dates will cause a System.ArgumentOutOfRangeException 
exception to occur.

4.5.10.3 Restricting Invalid Dates

The best solution to the date problem is to restrict users from entering invalid dates. This can be done 
on either the client or the server side.

Restricting invalid dates on the client side is as simple as always using the .NET DateTime class 
to handle dates. The DateTime class will only allow valid dates, ensuring that the values in your 
database are also valid. The disadvantage of this is that it is not useful in a mixed environment 
where .NET and non .NET code are used to manipulate the database, as each application must 
perform its own date validation.

Users of MySQL 5.0.2 and higher can use the new traditional SQL mode to restrict invalid date 
values. For information on using the traditional SQL mode, see Server SQL Modes.

4.5.10.4 Handling Invalid Dates

Although it is strongly recommended that you avoid the use of invalid dates within your .NET 
application, it is possible to use invalid dates by means of the MySqlDateTime data type.

The MySqlDateTime data type supports the same date values that are supported by the MySQL 
server. The default behavior of Connector/NET is to return a .NET DateTime object for valid date 
values, and return an error for invalid dates. This default can be modified to cause Connector/NET to 
return MySqlDateTime objects for invalid dates.

To instruct Connector/NET to return a MySqlDateTime object for invalid dates, add the following line 
to your connection string:

Allow Zero Datetime=True

The MySqlDateTime class can still be problematic. The following are some known issues:

• Data binding for invalid dates can still cause errors (zero dates like 0000-00-00 do not seem to have 
  this problem).

• The ToString method return a date formatted in the standard MySQL format (for example, 
  2005-02-23 08:50:25). This differs from the ToString behavior of the .NET DateTime class.

• The MySqlDateTime class supports NULL dates, while the .NET DateTime class does not. This can 
  cause errors when trying to convert a MySQLDateTime to a DateTime if you do not check for NULL 
  first.

Because of the known issues, the best recommendation is still to use only valid dates in your 
application.
4.5.10.5 Handling NULL Dates

The .NET DateTime data type cannot handle NULL values. As such, when assigning values from a query to a DateTime variable, you must first check whether the value is in fact NULL.

When using a MySqlDataReader, use the .IsDBNull method to check whether a value is NULL before making the assignment:

**Visual Basic Example**

```vbnet
If Not myReader.IsDBNull(myReader.GetOrdinal("mytime")) Then
    myTime = myReader.GetDateTime(myReader.GetOrdinal("mytime"))
Else
    myTime = DateTime.MinValue
End If
```

**C# Example**

```csharp
if (! myReader.IsDBNull(myReader.GetOrdinal("mytime")))
    myTime = myReader.GetDateTime(myReader.GetOrdinal("mytime"));
else
    myTime = DateTime.MinValue;
```

NULL values will work in a data set and can be bound to form controls without special handling.

### 4.5.11 Using the MySqlBulkLoader Class

MySQL Connector/.NET features a bulk loader class that wraps the MySQL statement **LOAD DATA INFILE**. This gives Connector/.NET the ability to load a data file from a local or remote host to the server. The class concerned is **MySqlBulkLoader**. This class has various methods, the main one being **load** to cause the specified file to be loaded to the server. Various parameters can be set to control how the data file is processed. This is achieved through setting various properties of the class. For example, the field separator used, such as comma or tab, can be specified, along with the record terminator, such as newline.

The following code shows a simple example of using the **MySqlBulkLoader** class. First an empty table needs to be created, in this case in the **test** database.

```sql
CREATE TABLE Career (  
    Name VARCHAR(100) NOT NULL,  
    Age INTEGER,  
    Profession VARCHAR(200)  
);
```

A simple tab-delimited data file is also created (it could use any other field delimiter such as comma).

<table>
<thead>
<tr>
<th>Table Career in Test Database</th>
<th>Name</th>
<th>Age</th>
<th>Profession</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tony</td>
<td>47</td>
<td></td>
<td>Technical Writer</td>
</tr>
<tr>
<td>Ana</td>
<td>43</td>
<td></td>
<td>Nurse</td>
</tr>
<tr>
<td>Fred</td>
<td>21</td>
<td></td>
<td>IT Specialist</td>
</tr>
<tr>
<td>Simon</td>
<td>45</td>
<td></td>
<td>Hairy Biker</td>
</tr>
</tbody>
</table>

The first three lines need to be ignored with this test file, as they do not contain table data. This can be achieved using the **NumberOfLinesToSkip** property. This file can then be loaded and used to populate the **Career** table in the **test** database.

**Note**

As of Connector/.NET 8.0.15, the **Local** property must be set to **True** explicitly to enable the local-infile capability. Previous versions set this value to **True** by default.
using MySql.Data.MySqlClient;
namespace ConsoleApplication1
{
    class Program
    {
        static void Main(string[] args)
        {
            string connStr = "server=localhost;user=root;database=test;port=3306;password=******";
            MySqlConnection conn = new MySqlConnection(connStr);
            MySqlBulkLoader bl = new MySqlBulkLoader(conn);
            bl.Local = true;
            bl.TableName = "Career";
            bl.FieldTerminator = ";";
            bl.LineTerminator = "\n";
            bl.FileName = "c:/career_data.txt";
            bl.NumberOfLinesToSkip = 3;
            try
            {
                Console.WriteLine("Connecting to MySQL...");
                conn.Open();
                // Upload data from file
                int count = bl.Load();
                Console.WriteLine(count + " lines uploaded.");
                string sql = "SELECT Name, Age, Profession FROM Career";
                MySqlCommand cmd = new MySqlCommand(sql, conn);
                MySqlDataReader rdr = cmd.ExecuteReader();
                while (rdr.Read())
                {
                    Console.WriteLine(rdr[0] + " -- " + rdr[1] + " -- " + rdr[2]);
                }
                rdr.Close();
                conn.Close();
            }
            catch (Exception ex)
            {
                Console.WriteLine(ex.ToString());
            }
            Console.WriteLine("Done.");
        }
    }
}

Further information on \texttt{LOAD DATA INFILE} can be found in \texttt{LOAD DATA Statement}. Further information on \texttt{MySqlBulkLoader} can be found in the reference documentation that was included with your connector.

4.5.12 Using the Connector/.NET Trace Source Object

The .NET 2.0 tracing architecture consists of four main parts:

- **Source** - This is the originator of the trace information. The source is used to send trace messages. The name of the source provided by Connector/.NET is \texttt{mysql}.

- **Switch** - This defines the level of trace information to emit. Typically, this is specified in the \texttt{app.config} file, so that it is not necessary to recompile an application to change the trace level.

- **Listener** - Trace listeners define where the trace information will be written to. Supported listeners include, for example, the Visual Studio Output window, the Windows Event Log, and the console.

- **Filter** - Filters can be attached to listeners. Filters determine the level of trace information that will be written. While a switch defines the level of information that will be written to all listeners, a filter can be applied on a per-listener basis, giving finer grained control of trace information.

To use tracing \texttt{MySql.Data.MySqlClient.MySqlTrace} can be used as a TraceSource for Connector/.NET and the connection string must include "\texttt{Logging=True}".

To enable trace messages, configure a trace switch. Trace switches have associated with them a trace level enumeration, these are \texttt{Off}, \texttt{Error}, \texttt{Warning}, \texttt{Info}, and \texttt{Verbose}.  

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```csharp
MySqlTrace.Switch.Level = SourceLevels.Verbose;
```

This sets the trace level to **Verbose**, meaning that all trace messages will be written.

It is convenient to be able to change the trace level without having to recompile the code. This is achieved by specifying the trace level in application configuration file, `app.config`. You then simply need to specify the desired trace level in the configuration file and restart the application. The trace source is configured within the `system.diagnostics` section of the file. The following XML snippet illustrates this:

```xml
<configuration>
    ...
    <system.diagnostics>
        <sources>
            <source name="mysql" switchName="MySwitch"
                switchType="System.Diagnostics.SourceSwitch" />
            ...
        </sources>
        <switches>
            <add name="MySwitch" value="Verbose"/>
            ...
        </switches>
    </system.diagnostics>
    ...
</configuration>
```

By default, trace information is written to the Output window of Microsoft Visual Studio. There are a wide range of listeners that can be attached to the trace source, so that trace messages can be written out to various destinations. You can also create custom listeners to allow trace messages to be written to other destinations as mobile devices and web services. A commonly used example of a listener is `ConsoleTraceListener`, which writes trace messages to the console.

To add a listener at runtime, use code such as the following:

```csharp
ts.Listeners.Add(new ConsoleTraceListener());
```

Then, call methods on the trace source object to generate trace information. For example, the `TraceInformation()`, `TraceEvent()`, or `TraceData()` methods can be used.

### 4.5.12.1 Viewing MySQL Trace Information

This section describes how to set up your application to view MySQL trace information.

The first thing you need to do is create a suitable `app.config` file for your application. For example:

```xml
<?xml version="1.0" encoding="utf-8" ?>
<configuration>
    <system.diagnostics>
        <sources>
            <source name="mysql" switchName="SourceSwitch"
                switchType="System.Diagnostics.SourceSwitch" >
                <listeners>
                    <add name="console" />
                </listeners>
            </source>
        </sources>
        <switches>
            <!-- You can set the level at which tracing is to occur -->
            <add name="SourceSwitch" value="Verbose" />
            <!-- You can turn tracing off -->
            <add name="SourceSwitch" value="Off" />
        </switches>
    </system.diagnostics>
</configuration>
```
This configuration ensures that a suitable trace source is created, along with a switch. The switch level in this case is set to **Verbose** to display the maximum amount of information.

Next, add **logging=true** to the connection string in your application. For example:

```csharp
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Diagnostics;
using MySql.Data;
using MySql.Data.MySqlClient;
namespace ConsoleApplication1
{
    class Program
    {
        static void Main(string[] args)
        {
            string connStr = "server=localhost;user=root;database=world;port=3306;password=******;logging=true";
            MySqlConnection conn = new MySqlConnection(connStr);
            try
            {
                Console.WriteLine("Connecting to MySQL...");
                conn.Open();
                string sql = "SELECT Name, HeadOfState FROM Country WHERE Continent='Oceania';";
                MySqlCommand cmd = new MySqlCommand(sql, conn);
                MySqlDataReader rdr = cmd.ExecuteReader();
                while (rdr.Read())
                {
                    Console.WriteLine(rdr[0] + " -- " + rdr[1]);
                }
                rdr.Close();
                conn.Close();
            }
            catch (Exception ex)
            {
                Console.WriteLine(ex.ToString());
            }
            Console.WriteLine("Done.");
        }
    }
}
```

This simple application then generates the following output:

```
Connecting to MySQL...
mysql Information: 1 : 1: Connection Opened: connection string = 'server=localhost;User Id=root;database=world;port=3306;password=******;logging=True'
mysql Information: 3 : 1: Query Opened: SHOW VARIABLES
mysql Information: 4 : 1: Resultset Opened: field(s) = 2, affected rows = -1, inserted id = -1
mysql Information: 5 : 1: Resultset Closed. Total rows=272, skipped rows=0, size (bytes)=7058
mysql Information: 6 : 1: Query Closed
mysql Information: 3 : 1: Query Opened: SHOW COLLATION
mysql Information: 4 : 1: Resultset Opened: field(s) = 6, affected rows = -1, inserted id = -1
mysql Information: 5 : 1: Resultset Closed. Total rows=127, skipped rows=0, size (bytes)=4102
mysql Information: 6 : 1: Query Closed
mysql Information: 3 : 1: Query Opened: SET character_set_results=NULL
mysql Information: 4 : 1: Resultset Opened: field(s) = 0, affected rows = 0, inserted id = 0
mysql Information: 5 : 1: Resultset Closed. Total rows=0, skipped rows=0, size (bytes)=0
mysql Information: 6 : 1: Query Closed
mysql Information: 10 : 1: Set Database: world
mysql Information: 3 : 1: Query Opened: SELECT Name, HeadOfState FROM Country WHERE Continent='Oceania'
mysql Information: 4 : 1: Resultset Opened: field(s) = 2, affected rows = -1, inserted id = -1
American Samoa -- George W. Bush
Australia -- Elisabeth II
...
Using the Connector/NET Trace Source Object

The first number displayed in the trace message corresponds to the MySQL event type. The second number displayed in the trace message is the connection count. The following table describes each MySQL event type.

<table>
<thead>
<tr>
<th>Event Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>ConnectionOpened: connection string</td>
</tr>
<tr>
<td>2</td>
<td>ConnectionClosed:</td>
</tr>
<tr>
<td>3</td>
<td>QueryOpened: mysql server thread id, query text</td>
</tr>
<tr>
<td>4</td>
<td>ResultOpened: field count, affected rows (-1 if select), inserted id (-1 if select)</td>
</tr>
<tr>
<td>5</td>
<td>ResultClosed: total rows read, rows skipped, size of result set in bytes</td>
</tr>
<tr>
<td>6</td>
<td>QueryClosed:</td>
</tr>
<tr>
<td>7</td>
<td>StatementPrepared: prepared sql, statement id</td>
</tr>
<tr>
<td>8</td>
<td>StatementExecuted: statement id, mysql server thread id</td>
</tr>
<tr>
<td>9</td>
<td>StatementClosed: statement id</td>
</tr>
<tr>
<td>10</td>
<td>NonQuery: [varies]</td>
</tr>
<tr>
<td>11</td>
<td>UsageAdvisorWarning: usage advisor flag. NoIndex = 1, BadIndex = 2, SkippedRows = 3, SkippedColumns = 4, FieldConversion = 5.</td>
</tr>
<tr>
<td>12</td>
<td>Warning: level, code, message</td>
</tr>
<tr>
<td>13</td>
<td>Error: error number, error message</td>
</tr>
</tbody>
</table>

Although this example uses the ConsoleTraceListener, any of the other standard listeners can be used. Another possibility is to create a custom listener that uses the information passed in with the TraceEvent method. For example, a custom trace listener can be created to perform active monitoring of the MySQL event messages, rather than simply writing these to an output device.

It is also possible to add listeners to the MySQL Trace Source at runtime. This can be done with the following code:

```csharp
MySqlTrace.Listeners.Add(new ConsoleTraceListener());
```

Connector/NET provides the ability to switch tracing on and off at runtime. This can be achieved using the calls `MySqlTrace.EnableQueryAnalyzer(string host, int postInterval)` and `MySqlTrace.DisableQueryAnalyzer()`. The parameter `host` is the URL of the MySQL Enterprise Monitor server to monitor. The parameter `postInterval` is how often to post the data to MySQL Enterprise Monitor, in seconds.

### 4.5.12.2 Building Custom Listeners

To build custom listeners that work with the MySQL Connector/NET Trace Source, it is necessary to understand the key methods used, and the event data formats used.

The main method involved in passing trace messages is the `TraceSource.TraceEvent` method. This has the prototype:

```csharp
public void TraceEvent(
    TraceEventType eventType,
    int id,
```
Using the Connector/NET Trace Source Object

```csharp
string format,
params Object[] args
)
```

This trace source method will process the list of attached listeners and call the listener's `TraceListener.TraceEvent` method. The prototype for the `TraceListener.TraceEvent` method is as follows:

```csharp
public virtual void TraceEvent(
    TraceEventCache eventCache,
    string source,
    TraceEventType eventType,
    int id,
    string format,
    params Object[] args
)
```

The first three parameters are used in the standard as defined by Microsoft. The last three parameters contain MySQL-specific trace information. Each of these parameters is now discussed in more detail.

### int id

This is a MySQL-specific identifier. It identifies the MySQL event type that has occurred, resulting in a trace message being generated. This value is defined by the `MySqlTraceEventType` public enum contained in the Connector/NET code:

```csharp
public enum MySqlTraceEventType : int
{
    ConnectionOpened = 1,
    ConnectionClosed,
    QueryOpened,
    ResultOpened,
    ResultClosed,
    QueryClosed,
    StatementPrepared,
    StatementExecuted,
    StatementClosed,
    NonQuery,
    UsageAdvisorWarning,
    Warning,
    Error
}
```

The MySQL event type also determines the contents passed using the parameter `params Object[] args`. The nature of the `args` parameters are described in further detail in the following material.

### string format

This is the format string that contains zero or more format items, which correspond to objects in the `args` array. This would be used by a listener such as `ConsoleTraceListener` to write a message to the output device.

### params Object[] args

This is a list of objects that depends on the MySQL event type, `id`. However, the first parameter passed using this list is always the driver id. The driver id is a unique number that is incremented each time the connector is opened. This enables groups of queries on the same connection to be identified. The parameters that follow driver id depend on the MySQL event id, and are as follows:

<table>
<thead>
<tr>
<th>MySQL-specific event type</th>
<th>Arguments (params Object[] args)</th>
</tr>
</thead>
<tbody>
<tr>
<td>ConnectionOpened</td>
<td>Connection string</td>
</tr>
<tr>
<td>ConnectionClosed</td>
<td>No additional parameters</td>
</tr>
<tr>
<td>QueryOpened</td>
<td>mysql server thread id, query text</td>
</tr>
</tbody>
</table>
## 4.5.13 Binary and Nonbinary Issues

There are certain situations where MySQL will return incorrect metadata about one or more columns. More specifically, the server can sometimes report that a column is binary when it is not (and the reverse). In these situations, it becomes practically impossible for the connector to be able to correctly identify the correct metadata.

Some examples of situations that may return incorrect metadata are:

- Execution of `SHOW PROCESSLIST`. Some of the columns are returned as binary even though they only hold string data.
- When a temporary table is used to process a result set, some columns may be returned with incorrect binary flags.
- Some server functions such as `DATE_FORMAT` return the column incorrectly as binary.

With the availability of `BINARY` and `VARBINARY` data types, it is important to respect the metadata returned by the server. However, some existing applications may encounter issues with this change and can use a connection string option to enable or disable it. By default, Connector/NET respects the binary flags returned by the server. You might need to make small changes to your application to accommodate this change.

In the event that the changes required to your application are too large, adding `respect binary flags=false` to your connection string causes the connector to use the prior behavior: any column that is marked as string, regardless of binary flags, will be returned as string. Only columns that are specifically marked as a `BLOB` will be returned as `BLOB`.

### 4.5.14 Character Set Considerations for Connector/NET

#### Treating Binary Blobs As UTF8

Before the introduction of 4-byte UTF-8 character set, MySQL did not support 4-byte UTF8 sequences. This makes it difficult to represent some multibyte languages such as Japanese. To try and alleviate this, MySQL Connector/NET supports a mode where binary blobs can be treated as strings.

To do this, you set the `'Treat Blobs As UTF8'` connection string keyword to `true`. This is all that needs to be done to enable conversion of all binary blobs to UTF8 strings. To convert only some of your BLOB columns, you can make use of the `'BlobAsUTF8IncludePattern'` and
'BlobAsUTF8ExcludePattern' keywords. Set these to a regular expression pattern that matches the column names to include or exclude respectively.

When the regular expression patterns both match a single column, the include pattern is applied before the exclude pattern. The result, in this case, is that the column is excluded. Also, be aware that this mode does not apply to columns of type BINARY or VARBINARY and also do not apply to nonbinary BLOB columns.

This mode only applies to reading strings out of MySQL. To insert 4-byte UTF8 strings into blob columns, use the .NET Encoding.GetBytes function to convert your string to a series of bytes. You can then set this byte array as a parameter for a BLOB column.

4.5.15 Using Connector/NET with Crystal Reports

Crystal Reports is a common tool used by Windows application developers to perform reporting and document generation. In this section we will show how to use Crystal Reports XI with MySQL and MySQL Connector/NET.

4.5.15.1 Creating a Data Source

When creating a report in Crystal Reports there are two options for accessing the MySQL data while designing your report.

The first option is to use Connector/ODBC as an ADO data source when designing your report. You will be able to browse your database and choose tables and fields using drag and drop to build your report. The disadvantage of this approach is that additional work must be performed within your application to produce a data set that matches the one expected by your report.

The second option is to create a data set in VB.NET and save it as XML. This XML file can then be used to design a report. This works quite well when displaying the report in your application, but is less versatile at design time because you must choose all relevant columns when creating the data set. If you forget a column you must re-create the data set before the column can be added to the report.

The following code can be used to create a data set from a query and write it to disk:

**Visual Basic Example**

```vbnet
Dim myData As New DataSet
Dim conn As New MySqlConnection
Dim cmd As New MySqlCommand
Dim myAdapter As New MySqlDataAdapter
conn.ConnectionString = "server=127.0.0.1;" & "uid=root;" & "pwd=12345;" & "database=world"
Try
    conn.Open()
    cmd.CommandText = "SELECT city.name AS cityName, city.population AS CityPopulation, " & "country.name, country.population, country.continent " & "FROM country, city ORDER BY country.continent, country.name"
    cmd.Connection = conn
    myAdapter.SelectCommand = cmd
    myAdapter.Fill(myData)
    myData.WriteXml("C:\dataset.xml", XmlWriteMode.WriteSchema)
Catch ex As Exception
    MessageBox.Show(ex.Message, "Report could not be created", MessageBoxButtons.OK, MessageBoxIcon.Error)
End Try
```

**C# Example**

```csharp
DataSet myData = new DataSet();
MySql.Data.MySqlClient.MySqlConnection conn;
MySql.Data.MySqlClient.MySqlDataAdapter myAdapter;
```
conn = new MySql.Data.MySqlClient.MySqlConnection();
myAdapter = new MySql.Data.MySqlClient.MySqlDataAdapter();
conn.ConnectionString = "server=127.0.0.1;uid=root;pwd=12345;database=test";
try {
    cmd.CommandText = "SELECT city.name AS cityName, city.population AS CityPopulation, 
    country.name, country.population, country.continent 
    FROM country, city ORDER BY country.continent, country.name";
    cmd.Connection = conn;
    myAdapter.SelectCommand = cmd;
    myAdapter.Fill(myData);
    myData.WriteXml(@"C:\dataset.xml", XmlWriteMode.WriteSchema);
} catch (MySql.Data.MySqlClient.MySqlException ex) {
    MessageBox.Show(ex.Message, "Report could not be created",
        MessageBoxButtons.OK, MessageBoxIcon.Error);
}

The resulting XML file can be used as an ADO.NET XML datasource when designing your report.

If you choose to design your reports using Connector/ODBC, it can be downloaded from dev.mysql.com.

4.5.15.2 Creating the Report

For most purposes, the Standard Report wizard helps with the initial creation of a report. To start the wizard, open Crystal Reports and choose the New > Standard Report option from the File menu.

The wizard first prompts you for a data source. If you use Connector/ODBC as your data source, use the OLEDB provider for ODBC option from the OLE DB (ADO) tree instead of the ODBC (RDO) tree when choosing a data source. If using a saved data set, choose the ADO.NET (XML) option and browse to your saved data set.

The remainder of the report creation process is done automatically by the wizard.

After the report is created, choose the Report Options entry from the File menu. Un-check the Save Data With Report option. This prevents saved data from interfering with the loading of data within our application.

4.5.15.3 Displaying the Report

To display a report we first populate a data set with the data needed for the report, then load the report and bind it to the data set. Finally we pass the report to the crViewer control for display to the user.

The following references are needed in a project that displays a report:

- CrystalDecisions.CrystalReports.Engine
- CrystalDecisions.ReportSource
- CrystalDecisions.Shared
- CrystalDecisions.Windows.Forms

The following code assumes that you created your report using a data set saved using the code shown in Section 4.5.15.1, "Creating a Data Source", and have a crViewer control on your form named myViewer.

Visual Basic Example

Imports CrystalDecisions.CrystalReports.Engine
Imports System.Data
Imports MySql.Data.MySqlClient
Dim myReport As New ReportDocument
Dim myData As New DataSet
Dim conn As New MySqlConnection
Dim cmd As New MySqlCommand
Dim myAdapter As New MySqlDataAdapter
conn.ConnectionString = 
  "server=127.0.0.1;" 
  & "uid=root;" 
  & "pwd=12345;" 
  & "database=test"
Try
  conn.Open()
  cmd.CommandText = "SELECT city.name AS cityName, city.population AS CityPopulation, 
  "country.name, country.population, country.continent " 
  & "FROM country, city ORDER BY country.continent, country.name"
  cmd.Connection = conn
  myAdapter.SelectCommand = cmd
  myAdapter.Fill(myData)
  myReport.Load("\world_report.rpt")
  myReport.SetDataSource(myData)
  myViewer.ReportSource = myReport
Catch ex As Exception
  MessageBox.Show(ex.Message, "Report could not be created", MessageBoxButtons.OK, MessageBoxIcon.Error)
End Try

C# Example
using CrystalDecisions.CrystalReports.Engine;
using System.Data;
using MySql.Data.MySqlClient;
DataSet myData = new DataSet();
MySqlConnection conn;
MySqlCommand cmd;
MySqlDataAdapter myAdapter;
conn = new MySqlConnection();
conn.ConnectionString = "server=127.0.0.1;uid=root;pwd=12345;database=test";
try
{
    cmd.CommandText = "SELECT city.name AS cityName, city.population AS CityPopulation, 
    "country.name, country.population, country.continent " 
    & "FROM country, city ORDER BY country.continent, country.name";
    cmd.Connection = conn;
    myAdapter.SelectCommand = cmd;
    myAdapter.Fill(myData);
    myReport.Load("\world_report.rpt");
    myReport.SetDataSource(myData);
    myViewer.ReportSource = myReport;
}
catch (MySqlException ex)
{
    MessageBox.Show(ex.Message, "Report could not be created", MessageBoxButtons.OK, MessageBoxIcon.Error);
}

A new data set is generated using the same query used to generate the previously saved data set. Once the data set is filled, a ReportDocument is used to load the report file and bind it to the data set. The ReportDocument is the passed as the ReportSource of the crViewer.

This same approach is taken when a report is created from a single table using Connector/ODBC. The data set replaces the table used in the report and the report is displayed properly.

When a report is created from multiple tables using Connector/ODBC, a data set with multiple tables must be created in our application. This enables each table in the report data source to be replaced with a report in the data set.
We populate a data set with multiple tables by providing multiple `SELECT` statements in our `MySqlCommand` object. These `SELECT` statements are based on the SQL query shown in Crystal Reports in the Database menu's Show SQL Query option. Assume the following query:

```
FROM `world`.`country` `country` LEFT OUTER JOIN `world`.`city` `city` ON `country`.`Code`=`city`.`Code`
ORDER BY `country`.`Continent`, `country`.`Name`, `city`.`Name`
```

This query is converted to two `SELECT` queries and displayed with the following code:

**Visual Basic Example**

```vbnet
Imports CrystalDecisions.CrystalReports.Engine
Imports System.Data
Imports MySql.Data.MySqlClient
Dim myReport As New ReportDocument
Dim myData As New DataSet
Dim conn As New MySqlConnection
Dim cmd As New MySqlCommand
Dim myAdapter As New MySqlDataAdapter
conn.ConnectionString = "server=127.0.0.1;uid=root;pwd=12345;database=world"
Try
    conn.Open()
    cmd.CommandText = "SELECT name, population, countrycode FROM city ORDER BY countrycode, name; " & "SELECT name, population, code, continent FROM country ORDER BY continent, name"
    cmd.Connection = conn
    myAdapter.SelectCommand = cmd
    myAdapter.Fill(myData)
    myReport.Database.Tables(0).SetDataSource(myData.Tables(0))
    myReport.Database.Tables(1).SetDataSource(myData.Tables(1))
    myViewer.ReportSource = myReport
Catch ex As Exception
    MessageBox.Show(ex.Message, "Report could not be created", MessageBoxButtons.OK, MessageBoxIcon.Error)
End Try
```

**C# Example**

```csharp
using CrystalDecisions.CrystalReports.Engine;
using System.Data;
using MySql.Data.MySqlClient;
DataSet myData = new DataSet();
MySql.Data.MySqlClient.MySqlConnection conn;
MySql.Data.MySqlClient.MySqlDataAdapter myAdapter;
conn = new MySql.Data.MySqlClient.MySqlConnection();
myAdapter = new MySql.Data.MySqlClient.MySqlDataAdapter();
myAdapter.SelectCommand = cmd;
myAdapter.Fill(myData);
myReport.Database.Tables(0).SetDataSource(myData.Tables(0));
myReport.Database.Tables(1).SetDataSource(myData.Tables(1));
myViewer.ReportSource = myReport;
try
{
    cmd.CommandText = "SELECT name, population, countrycode FROM city ORDER " + "BY countrycode, name; SELECT name, population, code, continent FROM " + "country ORDER BY continent, name";
    cmd.Connection = conn;
    myAdapter.SelectCommand = cmd;
    myAdapter.Fill(myData);
    myReport.Load("@\world_report.rpt");
    myReport.Database.Tables(0).SetDataSource(myData.Tables(0));
    myReport.Database.Tables(1).SetDataSource(myData.Tables(1));
    myViewer.ReportSource = myReport;
}
catch (MySql.Data.MySqlClient.MySqlException ex)
{
    MessageBox.Show(ex.Message, "Report could not be created", MessageBoxButtons.OK, MessageBoxIcon.Error);
}
```
It is important to order the `SELECT` queries in alphabetic order, as this is the order the report will expect its source tables to be in. One `SetDataSource` statement is needed for each table in the report.

This approach can cause performance problems because Crystal Reports must bind the tables together on the client-side, which will be slower than using a pre-saved data set.

4.5.16 Working with Partial Trust / Medium Trust

.NET applications operate under a given trust level. Normal desktop applications operate under full trust, while web applications that are hosted in shared environments are normally run under the partial trust level (also known as “medium trust”). Some hosting providers host shared applications in their own app pools and allow the application to run under full trust, but this configuration is relatively rare. The MySQL Connector.NET support for partial trust has improved over time to simplify the configuration and deployment process for hosting providers.

4.5.16.1 Evolution of Partial Trust Support Across Connector/NET Versions

The partial trust support for MySQL Connector.NET has improved rapidly throughout the 6.5.x and 6.6.x versions. The latest enhancements do require some configuration changes in existing deployments. Here is a summary of the changes for each version.

6.6.4 and Above: Library Can Be Inside or Outside GAC

Now you can install the `MySql.Data.dll` library in the Global Assembly Cache (GAC) as explained in Section 4.5.16.2, “Configuring Partial Trust with Connector/NET Library Installed in GAC”, or in a `bin` or `lib` folder inside the project or solution as explained in Section 4.5.16.3, “Configuring Partial Trust with Connector/NET Library Not Installed in GAC”. If the library is not in the GAC, the only protocol supported is TCP/IP.

6.5.1 and Above: Partial Trust Requires Library in the GAC

Connector/NET 6.5 fully enables our provider to run in a partial trust environment when the library is installed in the Global Assembly Cache (GAC). The new `MySqlClientPermission` class, derived from the .NET `DBDataPermission` class, helps to simplify the permission setup.

5.0.8 / 5.1.3 and Above: Partial Trust Requires Socket Permissions

Starting with these versions, Connector/NET can be used under partial trust hosting that has been modified to allow the use of sockets for communication. By default, partial trust does not include `SocketPermission`. Connector/NET uses sockets to talk with the MySQL server, so the hosting provider must create a new trust level that is an exact clone of partial trust but that has the following permissions added:

- `System.Net.SocketPermission`
- `System.Net.DnsPermission`

Prior to 5.0.8 / 5.1.3: Partial Trust Not Supported

Connector/NET versions prior to 5.0.8 and 5.1.3 were not compatible with partial trust hosting.

4.5.16.2 Configuring Partial Trust with Connector/NET Library Installed in GAC

If the library is installed in the GAC, you must include the connection option `includeSecurityAsserts=true` in your connection string. This is a new requirement as of MySQL Connector.NET 6.6.4.
The following list shows steps and code fragments needed to run a Connector/NET application in a partial trust environment. For illustration purposes, we use the Pipe Connections protocol in this example.

1. Install Connector/NET: version 6.6.1 or higher, or 6.5.4 or higher.

2. After installing the library, make the following configuration changes:
   
   In the SecurityClasses section, add a definition for the MySqlClientPermission class, including the version to use.

   ```xml
   <configuration>
   <mscorlib>
   <security>
   <policy>
   <PolicyLevel version="1">
   <SecurityClasses>
   ....
   <SecurityClass Name="MySqlClientPermission" Description="MySql.Data.MySqlClient.MySqlClientPermission, MySql.Data, Version=6.6.4.0, Culture=neutral, PublicKeyToken=c5687fc88969c44d" />
   </SecurityClass>
   ....
   <PermissionSet  class="NamedPermissionSet"  version="1"  Name="ASP.Net">
   <IPermission class="MySqlClientPermission" version="1" Unrestricted="true"/>
   </PermissionSet>
   </PolicyLevel>
   </security>
   </mscorlib>
   </configuration>
   ```

   Scroll down to the ASP.Net section:

   ```xml
   <PermissionSet  class="NamedPermissionSet"  version="1"  Name="ASP.Net">
   <IPermission class="MySqlClientPermission" version="1" Unrestricted="true"/>
   </PermissionSet>
   ```

   Add a new entry for the detailed configuration of the MySqlClientPermission class:

   ```xml
   <IPermission class="MySqlClientPermission" version="1" Unrestricted="true"/>
   ```

   **Note**

   This configuration is the most generalized way that includes all keywords.

3. Configure the MySQL server to accept pipe connections, by adding the --enable-named-pipe option on the command line. If you need more information about this, see Installing MySQL on Microsoft Windows.

4. Confirm that the hosting provider has installed the Connector/NET library (MySql.Data.dll) in the GAC.


8. Edit your web.config file so that your application runs using a Medium trust level:

   ```xml
   <system.web>
   <trust level="Medium"/>
   </system.web>
   ```


10. Define the connection string, in slightly different ways depending on the Connector/NET version.

    **Only for 6.6.4 or later:** To use the connections inside any web application that will run in Medium trust, add the new includesecurityasserts option to the connection string. includesecurityasserts=true that makes the library request the following permissions when required: SocketPermissions, ReflectionPermissions, DnsPermissions, SecurityPermissions among others that are not granted in Medium trust levels.
For Connector/NET 6.6.3 or earlier: No special setting for security is needed within the connection string.

```csharp
MySqlConnectionStringBuilder myconnString = new MySqlConnectionStringBuilder("server=localhost;User Id=root;database=test");
myconnString.PipeName = "MySQL55";
// Following attribute is a new requirement when the library is in the GAC.
// Could also be done by adding includesecurityasserts=true; to the string literal
// in the constructor above.
// Not needed with Connector/NET 6.6.3 and earlier.
myconnString.IncludeSecurityAsserts = true;
```

11. Define the `MySqlConnection` to use:

```csharp
MySqlConnection myconn = new MySqlConnection(myconnString.ConnectionString);
myconn.Open();
```

12. Retrieve some data from your tables:

```csharp
MySqlCommand cmd = new MySqlCommand("Select * from products", myconn);
MySqlDataAdapter da = new MySqlDataAdapter(cmd);
DataSet1 tds = new DataSet1();
da.Fill(tds, tds.Tables[0].TableName);
GridView1.DataSource = tds;
GridView1.DataBind();
myconn.Close();
```

13. Run the program. It should execute successfully, without requiring any special code or encountering any security problems.

### 4.5.16.3 Configuring Partial Trust with Connector/NET Library Not Installed in GAC

When deploying a web application to a Shared Hosted environment, where this environment is configured to run all their .NET applications under a partial or medium trust level, you might not be able to install the MySQL Connector/NET library in the GAC. Instead, you put a reference to the library in the `bin` or `lib` folder inside the project or solution. In this case, you configure the security in a different way than when the library is in the GAC.

Connector/NET is commonly used by applications that run in Windows environments where the default communication for the protocol is used via sockets or by TCP/IP. For this protocol to operate is necessary have the required socket permissions in the web configuration file as follows:

1. Open the medium trust policy web configuration file, which should be under this folder:
   ```
   %windir%\Microsoft.NET\Framework\{version}\CONFIG\web_mediumtrust.config
   ```
   Use `Framework64` in the path instead of `Framework` if you are using a 64-bit installation of the framework.

2. Locate the `SecurityClasses` tag:
   ```xml
   <SecurityClass Name="SocketPermission" Description="System.Net.SocketPermission, System, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089"/>
   ```

3. Scroll down and look for the following `PermissionSet`:
   ```xml
   <PermissionSet version="1" Name="ASP.Net">
   ```

4. Add the following inside this `PermissionSet`:
   ```xml
   <IPermission class="SocketPermission" version="1" Unrestricted="true"/>
   ```

This configuration lets you use the driver with the default Windows protocol TCP/IP without having any security issues. This approach only supports the TCP/IP protocol, so you cannot use any other type of connection.
Also, since the MySQLClientPermissions class is not added to the medium trust policy, you cannot use it. This configuration is the minimum required in order to work with Connector/NET without the GAC.

4.6 Connector/NET Tutorials

The following MySQL Connector/NET tutorials illustrate how to develop MySQL programs using technologies such as Visual Studio, C#, ASP.NET, and the .NET, .NET Core, and Mono frameworks. Work through the first tutorial to verify that you have the right software components installed and configured, then choose other tutorials to try depending on the features you intend to use in your applications.

4.6.1 Tutorial: An Introduction to Connector/NET Programming

This section provides a gentle introduction to programming with MySQL Connector/NET. The code example is written in C#, and is designed to work on both Microsoft .NET Framework and Mono.

This tutorial is designed to get you up and running with Connector/NET as quickly as possible, it does not go into detail on any particular topic. However, the following sections of this manual describe each of the topics introduced in this tutorial in more detail. In this tutorial you are encouraged to type in and run the code, modifying it as required for your setup.

This tutorial assumes you have MySQL and Connector/NET already installed. It also assumes that you have installed the world database sample, which can be downloaded from the MySQL Documentation page. You can also find details on how to install the database on the same page.

Note

Before compiling the code example, make sure that you have added References to your project as required. The References required are System, System.Data and MySql.Data.

4.6.1.1 The MySqlConnection Object

For your MySQL Connector/NET application to connect to a MySQL database, it must establish a connection by using a MySqlConnection object.

The MySqlConnection constructor takes a connection string as one of its parameters. The connection string provides necessary information to make the connection to the MySQL database. The connection string is discussed more fully in Section 4.4, “Connector/NET Connections”. For a list of supported connection string options, see Section 4.4.5, “Connector/NET 8.0 Connection Options Reference”.

The following code shows how to create a connection object/

```csharp
using System;
using System.Data;
using MySql.Data;
using MySql.Data.MySqlClient;

public class Tutorial1
{
    public static void Main()
    {
        string connStr = "server=localhost;user=root;database=world;port=3306;password=******";
        MySqlConnection conn = new MySqlConnection(connStr);
        try
        {
            Console.WriteLine("Connecting to MySQL...");
```
When the **MySqlConnection** constructor is invoked, it returns a connection object, which is used for subsequent database operations. Open the connection before any other operations take place. Before the application exits, close the connection to the database by calling **Close** on the connection object.

Sometimes an attempt to perform an **Open** on a connection object can fail, generating an exception that can be handled using standard exception handling code.

In this section you have learned how to create a connection to a MySQL database, and open and close the corresponding connection object.

### 4.6.1.2 The **MySqlCommand** Object

When a connection has been established with the MySQL database, the next step is to carry out the desired database operations. This can be achieved through the use of the **MySqlCommand** object.

You will see how to create a **MySqlCommand** object. After it has been created, there are three main methods of interest that you can call:

- **ExecuteReader** to query the database. Results are usually returned in a **MySqlDataReader** object, created by **ExecuteReader**.
- **ExecuteNonQuery** to insert, update, and delete data.
- **ExecuteScalar** to return a single value.

Once a **MySqlCommand** object has been created, you will call one of the previous methods on it to carry out a database operation, such as perform a query. The results are usually returned into a **MySqlDataReader** object, and then processed, for example the results might be displayed. The following code demonstrates how this could be done.

```csharp
using System;
using System.Data;
using MySql.Data;
using MySql.Data.MySqlClient;

public class Tutorial2
{
    public static void Main()
    {
        string connStr = "server=localhost;user=root;database=world;port=3306;password=******";
        MySqlConnection conn = new MySqlConnection(connStr);
        try
        {
            Console.WriteLine("Connecting to MySQL...");
            conn.Open();
            string sql = "SELECT Name, HeadOfState FROM Country WHERE Continent='Oceania';";
            MySqlCommand cmd = new MySqlCommand(sql, conn);
            MySqlDataReader rdr = cmd.ExecuteReader();
            while (rdr.Read())
            {
                Console.WriteLine(rdr[0] + " -- " + rdr[1]);
            }
        }
    }
}
When a connection has been created and opened, the code then creates a `MySqlCommand` object. Then the SQL query to be executed is passed to the `MySqlCommand` constructor. The `ExecuteReader` method is then used to generate a `MySqlReader` object. The `MySqlReader` object contains the results generated by the SQL executed on the command object. Once the results have been obtained in a `MySqlReader` object, the results can be processed. In this case, the information is printed out by a `while` loop. Finally, the `MySqlReader` object is disposed of by running its `Close` method on it.

In the next example, you will see how to use the `ExecuteNonQuery` method.

The procedure for performing an `ExecuteNonQuery` method call is simpler, as there is no need to create an object to store results. This is because `ExecuteNonQuery` is only used for inserting, updating and deleting data. The following example illustrates a simple update to the `Country` table:

```csharp
using System;
using System.Data;
using MySql.Data;
using MySql.Data.MySqlClient;

public class Tutorial3
{
    public static void Main()
    {
        string connStr = "server=localhost;user=root;database=world;port=3306;password=******;"
        MySqlConnection conn = new MySqlConnection(connStr);
        try
        {
            Console.WriteLine("Connecting to MySQL...");
            conn.Open();

            string sql = "INSERT INTO Country (Name, HeadOfState, Continent) VALUES ('Disneyland','Mickey Mouse', 'North America')";
            MySqlCommand cmd = new MySqlCommand(sql, conn);
            cmd.ExecuteNonQuery();
        }
        catch (Exception ex)
        {
            Console.WriteLine(ex.ToString());
        }

        conn.Close();
        Console.WriteLine("Done.");
    }
}
```

The query is constructed, the command object created and the `ExecuteNonQuery` method called on the command object. You can access your MySQL database with the `mysql` command interpreter and verify that the update was carried out correctly.

Finally, you will see how the `ExecuteScalar` method can be used to return a single value. Again, this is straightforward, as a `MySqlDataReader` object is not required to store results, a simple variable will do. The following code illustrates how to use `ExecuteScalar`:

```csharp
using System;
```
using System.Data;
using MySql.Data;
using MySql.Data.MySqlClient;

public class Tutorial4
{
    public static void Main()
    {
        string connStr = "server=localhost;user=root;database=world;port=3306;password=******";
        MySqlConnection conn = new MySqlConnection(connStr);
        try
        {
            Console.WriteLine("Connecting to MySQL...");
            conn.Open();

            string sql = "SELECT COUNT(*) FROM Country";
            MySqlCommand cmd = new MySqlCommand(sql, conn);
            object result = cmd.ExecuteScalar();
            if (result != null)
            {
                int r = Convert.ToInt32(result);
                Console.WriteLine("Number of countries in the world database is: " + r);
            }
        }
        catch (Exception ex)
        {
            Console.WriteLine(ex.ToString());
        }
        conn.Close();
        Console.WriteLine("Done.");
    }
}

This example uses a simple query to count the rows in the Country table. The result is obtained by calling ExecuteScalar on the command object.

### 4.6.1.3 Working with Decoupled Data

Previously, when using MySqlCommandReader, the connection to the database was continually maintained, unless explicitly closed. It is also possible to work in a manner where a connection is only established when needed. For example, in this mode, a connection could be established to read a chunk of data, the data could then be modified by the application as required. A connection could then be reestablished only if and when the application writes data back to the database. This decouples the working data set from the database.

This decoupled mode of working with data is supported by MySQL Connector/.NET. There are several parts involved in allowing this method to work:

- **Data Set.** The Data Set is the area in which data is loaded to read or modify it. A `DataSet` object is instantiated, which can store multiple tables of data.

- **Data Adapter.** The Data Adapter is the interface between the Data Set and the database itself. The Data Adapter is responsible for efficiently managing connections to the database, opening and closing them as required. The Data Adapter is created by instantiating an object of the `MySqlDataAdapter` class. The `MySqlDataAdapter` object has two main methods: `Fill` which reads data into the Data Set, and `Update`, which writes data from the Data Set to the database.

- **Command Builder.** The Command Builder is a support object. The Command Builder works in conjunction with the Data Adapter. When a `MySqlDataAdapter` object is created, it is typically given an initial SELECT statement. From this SELECT statement the Command Builder can work out the corresponding INSERT, UPDATE and DELETE statements that would be required to update the database. To create the Command Builder, an object of the class `MySqlCommandBuilder` is created.
Each of these classes will now be discussed in more detail.

**Instantiating a DataSet Object**

A `DataSet` object can be created simply, as shown in the following code-snippet:

```csharp
DataSet dsCountry;
...
dsCountry = new DataSet();
```

Although this creates the `DataSet` object, it has not yet filled it with data. For that, a Data Adapter is required.

**Instantiating a MySqlDataAdapter Object**

The `MySqlCommandBuilder` object can be created as illustrated by the following example:

```csharp
MySqlCommandBuilder cb = new MySqlCommandBuilder(daCountry);
```

Note

The `MySqlCommandBuilder` object is passed as a parameter to the command builder.

Filling the Data Set

To do anything useful with the data from your database, you need to load it into a Data Set. This is one of the jobs of the `MySqlCommandBuilder` object, and is carried out with its `Fill` method. The following code example illustrates this point.

```csharp
DataSet dsCountry;
...
dsCountry = new DataSet();
...
daCountry.Fill(dsCountry, "Country");
```

The `Fill` method is a `MySqlCommandBuilder` method, and the Data Adapter knows how to establish a connection with the database and retrieve the required data, and then populate the Data Set when the `Fill` method is called. The second parameter “Country” is the table in the Data Set to update.

Updating the Data Set

The data in the Data Set can now be manipulated by the application as required. At some point, changes to data will need to be written back to the database. This is achieved through a `MySqlCommandBuilder` method, the `Update` method.

```csharp
daCountry.Update(dsCountry, "Country");
```
Again, the Data Set and the table within the Data Set to update are specified.

**Working Example**

The interactions between the `DataSet`, `MySqlDataAdapter` and `MySqlCommandBuilder` classes can be a little confusing, so their operation can perhaps be best illustrated by working code.

In this example, data from the `world` database is read into a Data Grid View control. Here, the data can be viewed and changed before clicking an update button. The update button then activates code to write changes back to the database. The code uses the principles explained previously. The application was built using the Microsoft Visual Studio to place and create the user interface controls, but the main code that uses the key classes described previously is shown in the next code example, and is portable.

```csharp
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;
using MySql.Data;
using MySql.Data.MySqlClient;

namespace WindowsFormsApplication5
{
    public partial class Form1 : Form
    {
        MySqlDataAdapter daCountry;
        DataSet dsCountry;

        public Form1()
        {
            InitializeComponent();
        }

        private void Form1_Load(object sender, EventArgs e)
        {
            string connStr = "server=localhost;user=root;database=world;port=3306;password=******";
            MySqlConnection conn = new MySqlConnection(connStr);
            try
            {
                label2.Text = "Connecting to MySQL...";
                string sql = "SELECT Code, Name, HeadOfState FROM Country WHERE Continent='North America';";
                daCountry = new MySqlDataAdapter (sql, conn);
                MySqlCommandBuilder cb = new MySqlCommandBuilder(daCountry);
                dsCountry = new DataSet();
                daCountry.Fill(dsCountry, "Country");
                dataGridView1.DataSource = dsCountry;
                dataGridView1.DataMember = "Country";
            }
            catch (Exception ex)
            {
                label2.Text = ex.ToString();
            }
            private void button1_Click(object sender, EventArgs e)
            {
                daCountry.Update(dsCountry, "Country");
                label2.Text = "MySQL Database Updated!";
            }
        }
    }
}
```
The following figure shows the application started. The World Database Application updated data in three columns: Code, Name, and HeadOfState.

**Figure 4.1 World Database Application**

![World Database Application](image)

4.6.1.4 Working with Parameters

This part of the tutorial shows you how to use parameters in your MySQL Connector/NET application.

Although it is possible to build SQL query strings directly from user input, this is not advisable as it does not prevent erroneous or malicious information being entered. It is safer to use parameters as they will be processed as field data only. For example, imagine the following query was constructed from user input:

```csharp
string sql = "SELECT Name, HeadOfState FROM Country WHERE Continent = " + user_continent;
```

If the string `user_continent` came from a Text Box control, there would potentially be no control over the string entered by the user. The user could enter a string that generates a runtime error, or in the worst case actually harms the system. When using parameters it is not possible to do this because a parameter is only ever treated as a field parameter, rather than an arbitrary piece of SQL code.

The same query written using a parameter for user input is:

```csharp
string sql = "SELECT Name, HeadOfState FROM Country WHERE Continent = @Continent";
```

Note

The parameter is preceded by an '@' symbol to indicate it is to be treated as a parameter.

As well as marking the position of the parameter in the query string, it is necessary to add a parameter to the Command object. This is illustrated by the following code snippet:

```csharp
cmd.Parameters.AddWithValue("@Continent", "North America");
```

In this example the string "North America" is supplied as the parameter value statically, but in a more practical example it would come from a user input control.
A further example illustrates the complete process:

```csharp
using System;
using System.Data;
using MySql.Data;
using MySql.Data.MySqlClient;

public class Tutorial5
{
    public static void Main()
    {
        string connStr = "server=localhost;user=root;database=world;port=3306;password=******";
        MySqlConnection conn = new MySqlConnection(connStr);
        try
        {
            Console.WriteLine("Connecting to MySQL...");
            conn.Open();

            string sql = "SELECT Name, HeadOfState FROM Country WHERE Continent=@Continent";
            MySqlCommand cmd = new MySqlCommand(sql, conn);
            Console.WriteLine("Enter a continent e.g. 'North America', 'Europe': ");
            string user_input = Console.ReadLine();
            cmd.Parameters.AddWithValue("@Continent", user_input);
            MySqlDataReader rdr = cmd.ExecuteReader();
            while (rdr.Read())
            {
                Console.WriteLine(rdr["Name"] + " --- " + rdr["HeadOfState"]);
            }
            rdr.Close();
        }
        catch (Exception ex)
        {
            Console.WriteLine(ex.ToString());
        }
        conn.Close();
        Console.WriteLine("Done.");
    }
}
```

In this part of the tutorial you have see how to use parameters to make your code more secure.

### 4.6.1.5 Working with Stored Procedures

This section illustrates how to work with stored procedures. Putting database-intensive operations into stored procedures lets you define an API for your database application. You can reuse this API across multiple applications and multiple programming languages. This technique avoids duplicating database code, saving time and effort when you make updates due to schema changes, tune the performance of queries, or add new database operations for logging, security, and so on. Before working through this tutorial, familiarize yourself with the `CREATE PROCEDURE` and `CREATE FUNCTION` statements that create different kinds of stored routines.

For the purposes of this tutorial, you will create a simple stored procedure to see how it can be called from MySQL Connector.NET. In the MySQL Client program, connect to the `world` database and enter the following stored procedure:

```sql
DELIMITER //
CREATE PROCEDURE country_hos
(IN con CHAR(20))
BEGIN
    SELECT Name, HeadOfState FROM Country
    WHERE Continent = con;
END //
DELIMITER ;
```
Test that the stored procedure works as expected by typing the following into the `mysql` command interpreter:

```
CALL country_hos('Europe');
```

**Note**

The stored routine takes a single parameter, which is the continent to restrict your search to.

Having confirmed that the stored procedure is present and correct, you can see how to access it from Connector/NET.

Calling a stored procedure from your Connector/NET application is similar to techniques you have seen earlier in this tutorial. A `MySqlCommand` object is created, but rather than taking an SQL query as a parameter, it takes the name of the stored procedure to call. Set the `MySqlCommand` object to the type of stored procedure, as shown by the following code snippet:

```csharp
string rtn = "country_hos";
MySqlCommand cmd = new MySqlCommand(rtn, conn);
cmd.CommandType = CommandType.StoredProcedure;
```

In this case, the stored procedure requires you to pass a parameter. This can be achieved using the techniques seen in the previous section on parameters, Section 4.6.1.4, "Working with Parameters", as shown in the following code snippet:

```csharp
cmd.Parameters.AddWithValue("@con", "Europe");
```

The value of the parameter `@con` could more realistically have come from a user input control, but for simplicity it is set as a static string in this example.

At this point, everything is set up and you can call the routine using techniques also learned in earlier sections. In this case, the `ExecuteReader` method of the `MySqlCommand` object is used.

The following code shows the complete stored procedure example.

```csharp
using System;
using System.Data;
using MySql.Data;
using MySql.Data.MySqlClient;

public class Tutorial6
{
    public static void Main()
    {
        string connStr = "server=localhost;user=root;database=world;port=3306;password=******";
        MySqlConnection conn = new MySqlConnection(connStr);
        try
        {
            Console.WriteLine("Connecting to MySQL...");
            conn.Open();

            string rtn = "country_hos";
            MySqlCommand cmd = new MySqlCommand(rtn, conn);
            cmd.CommandType = CommandType.StoredProcedure;
            cmd.Parameters.AddWithValue("@con", "Europe");

            MySqlDataReader rdr = cmd.ExecuteReader();
            while (rdr.Read())
            {
                Console.WriteLine(rdr[0] + " --- " + rdr[1]);
            }
            rdr.Close();
        }
        catch (Exception ex)
        {
            Console.WriteLine(ex.ToString());
        }
    }
}
```
In this section, you have seen how to call a stored procedure from Connector/NET. For the moment, this concludes our introductory tutorial on programming with Connector/NET.

4.6.2 ASP.NET Provider Model and Tutorials

MySQL Connector/NET includes a provider model for use with ASP.NET applications. This model enables developers to focus on the business logic of their application instead of having to recreate such boilerplate items as membership and roles support.

Connector/NET supports the following web providers:

- Membership provider
- Roles provider
- Profiles provider
- Session state provider

The following tables show the supported providers, their default provider and the corresponding MySQL provider.

**Membership Provider**

<table>
<thead>
<tr>
<th>Default Provider</th>
<th>MySQL Provider</th>
</tr>
</thead>
</table>

**Role Provider**

<table>
<thead>
<tr>
<th>Default Provider</th>
<th>MySQL Provider</th>
</tr>
</thead>
</table>

**Profile Provider**

<table>
<thead>
<tr>
<th>Default Provider</th>
<th>MySQL Provider</th>
</tr>
</thead>
</table>

**Session State Provider**

<table>
<thead>
<tr>
<th>Default Provider</th>
<th>MySQL Provider</th>
</tr>
</thead>
</table>

**Note**

The MySQL session state provider uses slightly different capitalization on the class name compared to the other MySQL providers.

**Installing the Providers**

The installation of Connector/NET installs the providers and registers them in the .NET configuration file (`machine.config`) on your computer. The additional entries modify the `system.web` section of the file, which appears similar to the following example after the installation.

```xml
<system.web>
  <processModel autoConfig="true" />
  <httpHandlers />
</system.web>
```
Each provider type can have multiple provider implementations. The default provider can also be set here using the **defaultProvider** attribute, but usually this is set in the **web.config** file either manually or by using the ASP.NET configuration tool.

At time of writing, the **MySqlSessionStateStore** is not added to **machine.config** at install time, and so add the following:

```xml
<sessionState>
  <providers>
    <add name="MySqlSessionStateStore" type="MySql.Web.SessionState.MySqlSessionStateStore, MySql.Web, Version=6.1.1.0, Culture=neutral, PublicKeyToken=c5687fc88969c44d" connectionStringName="LocalMySqlServer" applicationName="/">
    <sqlConnectionString/>
  </providers>
</sessionState>
```

The session state provider uses the **customProvider** attribute, rather than **defaultProvider**, to set the provider as the default. A typical web.config file might contain:

```xml
<system.web>
  <membership defaultProvider="MySQLMembershipProvider" />
  <roleManager defaultProvider="MySQLRoleProvider" />
  <profile defaultProvider="MySQLProfileProvider" />
  <sessionState customProvider="MySqlSessionStateStore" />
  <compilation debug="false">
    ...
  </compilation>
</system.web>
```

This sets the MySQL Providers as the defaults to be used in this web application.

The providers are implemented in the file **mysql.web.dll** and this file can be found in your Connector/NET installation folder. There is no need to run any type of SQL script to set up the database schema, as the providers create and maintain the proper schema automatically.

**Working with MySQL Providers**

The easiest way to start using the providers is to use the ASP.NET configuration tool that is available on the Solution Explorer toolbar when you have a website project loaded.

In the web pages that open, you can select the MySQL membership and roles providers by picking a custom provider for each area.

When the provider is installed, it creates a dummy connection string named **LocalMySqlServer**. Although this has to be done so that the provider will work in the ASP.NET configuration tool, you override this connection string in your web.config file. You do this by first removing the dummy connection string and then adding in the proper one, as shown in the following example:

```xml
<connectionStrings>
  <remove name="LocalMySqlServer"/>
  <add name="LocalMySqlServer" connectionString="server=xxx;uid=xxx;pwd=xxx;database=xxx"/>
</connectionStrings>
```
You must specify the database in this connection.

Rather than editing configuration files manually, consider using the MySQL Application Configuration tool in MySQL for Visual Studio to configure your desired provider setup. The tool modifies your `Web.config` file to the desired configuration. A tutorial on doing this is available in the following section MySQL Application Configuration Tool.

A tutorial demonstrating how to use the membership and role providers can be found in the following section Section 4.6.2.1, “Tutorial: Connector/NET ASP.NET Membership and Role Provider”.

**Deployment**

To use the providers on a production server, distribute the `MySql.Data` and the `MySql.Web` assemblies, and either register them in the remote systems Global Assembly Cache or keep them in the `bin` directory of your application.

### 4.6.2.1 Tutorial: Connector/NET ASP.NET Membership and Role Provider

Many websites feature the facility for the user to create a user account. They can then log into the website and enjoy a personalized experience. This requires that the developer creates database tables to store user information, along with code to gather and process this data. This represents a burden on the developer, and there is the possibility for security issues to creep into the developed code. However, ASP.NET introduced the membership system. This system is designed around the concept of membership, profile, and role providers, which together provide all of the functionality to implement a user system, that previously would have to have been created by the developer from scratch.

Currently, MySQL Connector/NET includes web providers for membership (or simple membership), roles, profiles, session state, site map, and web personalization.

This tutorial shows you how to set up your ASP.NET web application to use the Connector/NET membership and role providers. It assumes that you have MySQL Server installed, along with Connector/NET and Microsoft Visual Studio. This tutorial was tested with Connector/NET 6.0.4 and Microsoft Visual Studio 2008 Professional Edition. It is recommended you use 6.0.4 or above for this tutorial.

1. Create a new MySQL database using the MySQL Command-Line Client program (`mysql`), or other suitable tool. It does not matter what name is used for the database, but record it. You specify it in the connection string constructed later in this tutorial. This database contains the tables, automatically created for you later, used to store data about users and roles.

2. Create a new ASP.NET website in Visual Studio. If you are not sure how to do this, refer to Section 4.6.4, "Tutorial: Data Binding in ASP.NET Using LINQ on Entities", which demonstrates how to create a simple ASP.NET website.

3. Add References to `MySql.Data` and `MySql.Web` to the website project.

4. Locate the `machine.config` file on your system, which is the configuration file for the .NET Framework.

5. Search the `machine.config` file to find the membership provider `MySQLMembershipProvider`.

6. Add the attribute `autogenerateschema="true"` to the following example.

```
<providers>
  <add name="Asp.NetSqlMembershipProvider"
```

For the sake of brevity, some information is excluded.
Note
The connection string, LocalMySqlServer, connects to the MySQL server that contains the membership database.

The autogenerateschema="true" attribute will cause Connector/NET to silently create, or upgrade, the schema on the database server, to contain the required tables for storing membership information.

7. It is now necessary to create the connection string referenced in the previous step. Load the web.config file for the website into Visual Studio.

8. Locate the section marked <connectionStrings>. Add the following connection string information.

```xml
<connectionStrings>
  <remove name="LocalMySqlServer"/>
  <add name="LocalMySqlServer"
      connectionString="Datasource=localhost;Database=users;uid=root;pwd=password"
      providerName="MySql.Data.MySqlClient"/>
</connectionStrings>
```

The database specified is the one created in the first step. You could alternatively have used an existing database.

9. At this point build the solution to ensure no errors are present. This can be done by selecting Build, Build Solution from the main menu, or pressing F6.

10. ASP.NET supports the concept of locally and remotely authenticated users. With local authentication the user is validated using their Windows credentials when they attempt to access the website. This can be useful in an Intranet environment. With remote authentication, a user is prompted for their login details when accessing the website, and these credentials are checked against the membership information stored in a database server such as MySQL Server. You will now see how to choose this form of authentication.

Start the ASP.NET Website Administration Tool. This can be done quickly by clicking the small hammer/Earth icon in the Solution Explorer. You can also launch this tool by selecting Website and then ASP.NET Configuration from the main menu.

11. In the ASP.NET Website Administration Tool click the Security tab and do the following:

   a. Click the User Authentication Type link.

   b. Select the From the internet option. The website will now need to provide a form to allow the user to enter their login details. The details will be checked against membership information stored in the MySQL database.

12. You now need to specify the role and membership provider to be used. Click the Provider tab and do the following:

   a. Click the Select a different provider for each feature (advanced) link.
b. For membership provider, select the `MySQLMembershipProvider` option and for role provider, select the `MySQLRoleProvider` option.

13. In Visual Studio, rebuild the solution by clicking **Build** and then **Rebuild Solution** from the main menu.

14. Check that the necessary schema has been created. This can be achieved using `SHOW DATABASES;` and `SHOW TABLES;` the `mysql` command interpreter.

```
mysql> SHOW DATABASES;
+---------------------+
| Database            |
+---------------------+
| information_schema  |
| mysql               |
| test                |
| users               |
| world               |
+---------------------+
5 rows in set (0.01 sec)

mysql> SHOW TABLES;
+---------------------------+
| Tables_in_users           |
+---------------------------+
| my_aspnet_applications    |
| my_aspnet_membership      |
| my_aspnet_profiles        |
| my_aspnet_roles           |
| my_aspnet_schemaversion   |
| my_aspnet_users           |
| my_aspnet_usersinroles    |
+---------------------------+
7 rows in set (0.00 sec)
```

15. Assuming all is present and correct, you can now create users and roles for your web application. The easiest way to do this is with the ASP.NET Website Administration Tool. However, many web applications contain their own modules for creating roles and users. For simplicity, the ASP.NET Website Administration Tool will be used in this tutorial.

16. In the ASP.NET Website Administration Tool, click the **Security** tab. Now that both the membership and role provider are enabled, you will see links for creating roles and users. Click the **Create or Manage Roles** link.

17. You can now enter the name of a new Role and click **Add Role** to create the new Role. Create new Roles as required.

18. Click the **Back** button.

19. Click the **Create User** link. You can now fill in information about the user to be created, and also allocate that user to one or more Roles.

20. Using the `mysql` command interpreter, you can check that your database has been correctly populated with the membership and role data.

```
mysql> SELECT * FROM my_aspnet_users;

mysql> SELECT * FROM my_aspnet_roles;
```

In this tutorial, you have seen how to set up the Connector/NET membership and role providers for use in your ASP.NET web application.

**4.6.2.2 Tutorial: Connector/NET ASP.NET Profile Provider**
This tutorial shows you how to use the MySQL Profile Provider to store user profile information in a MySQL database. The tutorial uses MySQL Connector/NET 6.9.9, MySQL Server 5.7.21 and Microsoft Visual Studio 2017 Professional Edition.

Many modern websites allow the user to create a personal profile. This requires a significant amount of code, but ASP.NET reduces this considerable by including the functionality in its Profile classes. The Profile Provider provides an abstraction between these classes and a data source. The MySQL Profile Provider enables profile data to be stored in a MySQL database. This enables the profile properties to be written to a persistent store, and be retrieved when required. The Profile Provider also enables profile data to be managed effectively, for example it enables profiles that have not been accessed since a specific date to be deleted.

The following steps show you how you can select the MySQL Profile Provider:

1. Create a new ASP.NET web project.
2. Select the MySQL Application Configuration tool.
3. In the MySQL Application Configuration tool navigate through the tool to the Profiles page (see Profiles Provider).
4. Select the Use MySQL to manage my profiles check box.
5. Select the Autogenerate Schema check box.
6. Click Edit and then configure a connection string for the database that will be used to store user profile information.
7. Navigate to the last page of the tool and click Finish to save your changes and exit the tool.

At this point you are now ready to start using the MySQL Profile Provider. With the following steps you can carry out a preliminary test of your installation.

1. Open your web.config file.
2. Add a simple profile such as the following example.

```xml
<system.web>
    <anonymousIdentification enabled="true"/>
    <profile defaultProvider="MySQLProfileProvider">
        ...
        <properties>
            <add name="Name" allowAnonymous="true"/>
            <add name="Age" allowAnonymous="true" type="System.UInt16"/>
            <add name="Color" allowAnonymous="true" defaultValue="Blue"/>
            <add name="Style" allowAnonymous="true" defaultValue="Plain"/>
        </group>
        ...
    </properties>
</profile>
```

Setting anonymousIdentification to true enables unauthenticated users to use profiles. They are identified by a GUID in a cookie rather than by a user name.

Now that the simple profile has been defined in web.config, the next step is to write some code to test the profile.

1. In Design View, design a simple page with the added controls. The following figure shows the Default.aspx tab open with various text box, list, and button controls.
These will allow the user to enter some profile information. The user can also use the buttons to save their profile, clear the page, and restore their profile data.

2. In the Code View add the following code snippet.

```csharp
protected void Page_Load(object sender, EventArgs e)
{
    if (!IsPostBack)
    {
        TextBox1.Text = Profile.Name;
        TextBox2.Text = Profile.Age.ToString();
        Label1.Text = Profile.UI.Color;
    }
}

// Store Profile
protected void Button1_Click(object sender, EventArgs e)
{
    Profile.Name = TextBox1.Text;
    Profile.Age = UInt16.Parse(TextBox2.Text);
}

// Clear Form
protected void Button2_Click(object sender, EventArgs e)
{
    TextBox1.Text = "";
    TextBox2.Text = "";
    Label1.Text = "";
}

// Retrieve Profile
protected void Button3_Click(object sender, EventArgs, EventArgs e)
{
    TextBox1.Text = Profile.Name;
    TextBox2.Text = Profile.Age.ToString();
    Label1.Text = Profile.UI.Color;
}
```
3. Save all files and build the solution to check that no errors have been introduced.
4. Run the application.
5. Enter your name, age, and select a color from the list. Now store this information in your profile by clicking Store Profile.

Not selecting a color from the list uses the default color, Blue, that was specified in the web.config file.
6. Click Clear Form to clear text from the text boxes and the label that displays your chosen color.
7. Now click Retrieve Profile to restore your profile data from the MySQL database.
8. Now exit the browser to terminate the application.
9. Run the application again, which also restores your profile information from the MySQL database.

In this tutorial you have seen how to using the MySQL Profile Provider with Connector/NET.

4.6.2.3 Tutorial: Web Parts Personalization Provider

MySQL Connector/NET provides a web parts personalization provider that allows you to use a MySQL server to store personalization data.

Note
This feature was added in Connector/NET 6.9.0.

This tutorial demonstrates how to configure the web parts personalization provider using Connector/NET.

Minimum Requirements

• An ASP.NET website or web application with a membership provider
• .NET Framework 3.0
• MySQL 5.5

Configuring MySQL Web Parts Personalization Provider

To configure the provider, do the following:

1. Add References to MySql.Data and MySql.Web to the website or web application project.
2. Include a Connector/NET personalization provider into the system.web section in the web.config file.

```xml
<webParts>
  <personalization defaultProvider="MySQLPersonalizationProvider">
    <providers>
      <clear/>
      <add name="MySQLPersonalizationProvider"
           connectionStringName="LocalMySqlServer"/>
  </providers>
</personalization>
```

In this tutorial you have seen how to using the MySQL Profile Provider with Connector/NET.
Creating Web Part Controls

To create the web part controls, follow these steps:

1. Create a web application using Connector/NET ASP.NET Membership. For information about doing this, see Section 4.6.2.1, “Tutorial: Connector/NET ASP.NET Membership and Role Provider”.

2. Create a new ASP.NET page and then change to the Design view.

3. From the Toolbox, drag a WebPartManager control to the page.

4. Now define an HTML table with three columns and one row.

5. From the WebParts Toolbox, drag and drop a WebPartZone control into both the first and second columns.

6. From the WebParts Toolbox, drag and drop a CatalogZone with PageCatalogPart and EditorZone controls into the third column.

7. Add controls to the WebPartZone, which should look similar to the following example:

```html
<table>
  <tr>
    <td>
      <asp:WebPartZone ID="LeftZone" runat="server" HeaderText="Left Zone">
        <ZoneTemplate>
          <asp:Label ID="Label1" runat="server" title="Left Zone">
            <asp:BulletedList ID="BulletedList1" runat="server">
              <asp:ListItem Text="Item 1"></asp:ListItem>
              <asp:ListItem Text="Item 2"></asp:ListItem>
              <asp:ListItem Text="Item 3"></asp:ListItem>
            </asp:BulletedList>
          </asp:Label>
        </ZoneTemplate>
      </asp:WebPartZone>
    </td>
    <td>
      <asp:WebPartZone ID="MainZone" runat="server" HeaderText="Main Zone">
        <ZoneTemplate>
          <asp:Label ID="Label11" runat="server" title="Main Zone">
            <h2>This is the Main Zone</h2>
          </asp:Label>
        </ZoneTemplate>
      </asp:WebPartZone>
    </td>
    <td>
      <asp:CatalogZone ID="CatalogZone1" runat="server">
        <ZoneTemplate>
          <asp:PageCatalogPart ID="PageCatalogPart1" runat="server" />
        </ZoneTemplate>
      </asp:CatalogZone>
      <asp:EditorZone ID="EditorZone1" runat="server">
        <ZoneTemplate>
          <asp:LayoutEditorPart ID="LayoutEditorPart1" runat="server" />
          <asp:AppearanceEditorPart ID="AppearanceEditorPart1" runat="server" />
        </ZoneTemplate>
      </asp:EditorZone>
    </td>
  </tr>
</table>
```
8. Outside of the HTML table, add a drop-down list, two buttons, and a label as follows.

```xml
<asp:DropDownList ID="DisplayModes" runat="server" AutoPostBack="True"
    OnSelectedIndexChanged="DisplayModes_SelectedIndexChanged">
</asp:DropDownList>
<asp:Button ID="ResetButton" runat="server" Text="Reset"
    OnClick="ResetButton_Click" />
<asp:Button ID="ToggleButton" runat="server" OnClick="ToggleButton_Click"
    Text="Toggle Scope" />
<asp:Label ID="ScopeLabel" runat="server"></asp:Label>
```

9. The following code fills the list for the display modes, shows the current scope, resets the personalization state, toggles the scope (between user and the shared scope), and changes the display mode.

```csharp
public partial class WebPart : System.Web.UI.Page
{
    protected void Page_Load(object sender, EventArgs e)
    {
        if (!IsPostBack)
        {
            foreach (WebPartDisplayMode mode in WebPartManager1.SupportedDisplayModes)
            {
                if (mode.IsEnabled(WebPartManager1))
                {
                    DisplayModes.Items.Add(mode.Name);
                }
            }
        }
    }
    protected void ResetButton_Click(object sender, EventArgs e)
    {
        if (WebPartManager1.Personalization.IsEnabled &&
            WebPartManager1.Personalization.IsModifiable)
        {
            WebPartManager1.Personalization.ResetPersonalizationState();
        }
    }
    protected void ToggleButton_Click(object sender, EventArgs e)
    {
        WebPartManager1.Personalization.ToggleScope();
    }
    protected void DisplayModes_SelectedIndexChanged(object sender, EventArgs e)
    {
        var mode = WebPartManager1.SupportedDisplayModes[DisplayModes.SelectedValue];
        if (mode != null && mode.IsEnabled(WebPartManager1))
        {
            WebPartManager1.DisplayMode = mode;
        }
    }
}
```

**Testing Web Part Changes**

Use the following steps to validate your changes:

1. Run the application and open the web part page. The page should look like similar to the example shown in the following figure in which the Toggle Scope button is set to **Shared**. The page also includes the drop-down list, the Reset button, and the Left Zone and Main Zone controls.
Initially when the user account is not authenticated, the scope is *Shared* by default. The user account must be authenticated to change settings on the web-part controls. The following figure shows an example in which an authenticated user is able to customize the controls by using the Browse drop-down list. The options in the list are *Design*, *Catalog*, and *Edit*.

2. Click **Toggle Scope** to switch the application back to the shared scope.

3. Now you can personalize the zones using the **Edit** or **Catalog** display modes at a specific user or all-users level. The next figure shows **Catalog** selected from the drop-down list, which include the Catalog Zone control that was added previously.

### 4.6.2.4 Tutorial: Simple Membership Web Provider

This section documents the ability to use a simple membership provider on MVC 4 templates. The configuration OAuth compatible for the application to login using external credentials from third-party providers like Google, Facebook, Twitter, or others.
This tutorial creates an application using a simple membership provider and then adds third-party (Google) OAuth authentication support.

**Note**
This feature was added in MySQL Connector.NET 6.9.0.

**Requirements**

- Connector.NET 6.9.x or higher
- .NET Framework 4.0 or higher
- Visual Studio 2012 or higher
- MVC 4

**Creating and Configuring a New Project**

To get started with a new project, do the following:

1. Open Visual Studio, create a new project of **ASP.NET MVC 4 Web Application** type, and configure the project to use .NET Framework 4.5. The following figure shows an example of the New Project window with the items selected.

   ![Figure 4.6 Simple Membership: New Project](image)

   **Figure 4.6 Simple Membership: New Project**

2. Choose the template and view engine that you like. This tutorial uses the **Internet Application Template** with the Razor view engine (see the next figure). Optionally, you can add a unit test project by selecting **Create a unit test project**.

4. Add a valid MySQL connection string to the `web.config` file, similar to the following example.

```xml
<add name="MyConnection" connectionString="server=localhost;
UserId=root;
password=pass;
database=MySqlSimpleMembership;
logging=true;port=3305"
providerName="MySql.Data.MySqlClient"/>
```

5. Under the `<system.data>` node, add configuration information similar to the following example.

```xml
<membership defaultProvider="MySqlSimpleMembershipProvider">
<providers>
<clear />
<add
 name="MySqlSimpleMembershipProvider"
 Version=6.9.2.0,Culture=neutral,PublicKeyToken=c5687fc88969c44d"
applicationName="MySqlSimpleMembershipTest"
description="MySQL default application"
connectionStringName="MyConnection"
userTableName="MyUserTable"
userIdColumn="MyUserIdColumn"
userNameColumn="MyUserNameColumn"
autoGenerateTables="True"/>
</providers>
</membership>
```
6. Update the configuration with valid values for the following properties: `connectionStringName`, `userTableName`, `userIdColumn`, `userNameColumn`, and `autoGenerateTables`.

   - `userTableName`: Name of the table to store the user information. This table is independent from the schema generated by the provider, and it can be changed in the future.
   - `userId`: Name of the column that stores the ID for the records in the `userTableName`.
   - `userName`: Name of the column that stores the name/user for the records in the `userTableName`.
   - `connectionStringName`: This property must match a connection string defined in `web.config` file.
   - `autoGenerateTables`: This must be set to `false` if the table to handle the credentials already exists.

7. Update your `DbContext` class with the connection string name configured.

8. Open the `InitializeSimpleMembershipAttribute.cs` file from the `Filters/` folder and locate the `SimpleMembershipInitializer` class. Then find the `WebSecurity.InitializeDatabaseConnection` method call and update the parameters with the configuration for `connectionStringName`, `userTableName`, `userIdColumn`, and `userNameColumn`.

9. If the database configured in the connection string does not exist, then create it.

10. After running the web application, the generated home page is displayed on success (see the figure that follows).

**Figure 4.8 Simple Membership: Generated Home Page**
11. If the application executed with success, then the generated schema will be similar to the following figure showing an object browser open to the tables.

Figure 4.9 Simple Membership: Generated Schema and Tables

12. To create a user login, click Register on the generated web page. Type the user name and password, and then execute the registration form. This action redirects you to the home page with the newly created user logged in.

The data for the newly created user can be located in the UserProfile and Webpages_Membership tables.

Adding OAuth Authentication to a Project

OAuth is another authentication option for websites that use the simple membership provider. A user can be validated using an external account like Facebook, Twitter, Google, and others.

Use the following steps to enable authentication using a Google account in the application:

1. Locate the AuthConfig.cs file in the App_Start folder.
2. As this tutorial uses Google, find the RegisterAuth method and uncomment the last line where it calls OauthWebSecurity.RegisterGoogleClient.
3. Run the application. When the application is running, click Log in to open the log in page. Then, click Google under Use another service to log in (shown in the figure that follows).

Figure 4.10 Simple Membership with OAuth: Google Service
4. This action redirects to the Google login page (at google.com), and requests you to sign in with your Google account information.

5. After submitting the correct credentials, a message requests permission for your application to access the user's information. Read the description and then click Accept to allow the quoted actions, and to redirect back to the login page of the application.

6. The application now can register the account. The User name field will be filled in with the appropriate information (in this case, the email address that is associated with the Google account). Click Register to register the user with your application.

Now the new user is logged into the application from an external source using OAuth. Information about the new user is stored in the UserProfile and Webpages_OauthMembership tables.

To use another external option to authenticate users, you must enable the client in the same class where we enabled the Google provider in this tutorial. Typically, providers require you to register your application before allowing OAuth authentication, and once registered they typically provide a token/key and an ID that must be used when registering the provider in the application.

4.6.3 Tutorial: Using an Entity Framework Entity as a Windows Forms Data Source

This tutorial describes how to create a Windows Forms Data Source from an Entity in an Entity Data Model using Microsoft Visual Studio. The steps are:

- Creating a New Windows Forms Application
- Adding an Entity Data Model
- Adding a New Data Source
- Using the Data Source in a Windows Form
- Adding Code to Populate the Data Grid View
- Adding Code to Save Changes to the Database

To perform the steps in this tutorial, first install the world database sample, which you may download from the MySQL Documentation page. You can also find details on how to install the database on the same page.

Creating a New Windows Forms Application

The first step is to create a new Windows Forms application.

1. In Visual Studio, select File, New, and then Project from the main menu.

2. Choose the Windows Forms Application installed template. Click OK. The solution is created.

To acquire the latest Entity Framework assembly for MySQL, download the NuGet package. Alternatively, use the MySQL Application Configuration tool provided by MySQL for Visual Studio 1.2.9 (or higher) to acquire the latest package and coordinate the configuration. For more information about using the tool, see Entity Framework.

Adding an Entity Data Model

To add an Entity Data Model to your solution, do the following:

1. In the Solution Explorer, right-click your application and select Add and then New Item. From Visual Studio installed templates, select ADO.NET Entity Data Model (see the figure that follows). Click Add.
2. You will now see the Entity Data Model Wizard. You will use the wizard to generate the Entity Data Model from the world database sample. Select the icon **EF Designer from database** (or **Generate from database** in older versions of Visual Studio). Click **Next**.
3. You can now select the *localhost (world)* connection you made earlier to the database. Select the following items:

- Yes, include the sensitive data in the connection string.
- Save entity connection settings in *App.config* as:

  `worldEntities`

If you have not already done so, you can create the new connection at this time by clicking **New Connection** (see the figure that follows). For additional instructions on creating a connection to a database see **Making a Connection**.

**Figure 4.12 Entity Data Model Wizard - Connection**

![Entity Data Model Wizard - Connection](image)

Make a note of the entity connection settings to be used in *App.Config*, as these will be used later to write the necessary control code. Click **Next**.

4. The Entity Data Model Wizard connects to the database.

As the next figure shows, you are then presented with a tree structure of the database. From here you can select the object you would like to include in your model. If you also created Views and
Stored Routines, these items will be displayed along with any tables. In this example you just need to select the tables. Click **Finish** to create the model and exit the wizard.

**Figure 4.13 Entity Data Model Wizard - Objects and Settings**

Visual Studio generates a model with three tables (city, country, and countrylanguage) and then display it, as the following figure shows.
5. From the Visual Studio main menu, select **Build** and then **Build Solution** to ensure that everything compiles correctly so far.

**Adding a New Data Source**

You will now add a new Data Source to your project and see how it can be used to read and write to the database.

1. From the Visual Studio main menu select **Data** and then **Add New Data Source**. You will be presented with the Data Source Configuration Wizard.

2. Select the **Object** icon. Click **Next**.

3. Select the object to bind to. Expand the tree as the next figure shows.

   In this tutorial, you will select the city table. After the city table has been selected click **Next**.
4. The wizard will confirm that the city object is to be added. Click Finish.

5. The city object will now appear in the Data Sources panel. If the Data Sources panel is not displayed, select Data and then Show Data Sources from the Visual Studio main menu. The docked panel will then be displayed.

Using the Data Source in a Windows Form

This step describes how to use the Data Source in a Windows Form.

1. In the Data Sources panel select the Data Source you just created and drag and drop it onto the Form Designer. By default, the Data Source object will be added as a Data Grid View control as the following figure shows.

Note

The Data Grid View control is bound to cityBindingSource, and the Navigator control is bound to cityBindingNavigator.
2. Save and rebuild the solution before continuing.

Adding Code to Populate the Data Grid View

You are now ready to add code to ensure that the Data Grid View control will be populated with data from the city database table.

1. Double-click the form to access its code.

2. Add the following code to instantiate the Entity Data Model `EntityContainer` object and retrieve data from the database to populate the control.

```csharp
using System.Windows.Forms;

namespace WindowsFormsApplication4
{
    public partial class Form1 : Form
    {
        worldEntities we;
        public Form1()
        {
            InitializeComponent();
        }
        private void Form1_Load(object sender, EventArgs e)
        {
            we = new worldEntities();
            cityBindingSource.DataSource = we.city.ToList();
        }
    }
}
```

3. Save and rebuild the solution.

4. Run the solution. Confirm that the grid is populated (see the next figure for an example) and that you can navigate the database.
Tutorial: Data Binding in ASP.NET Using LINQ on Entities

Adding Code to Save Changes to the Database

This step explains how to add code that enables you to save changes to the database.

The Binding source component ensures that changes made in the Data Grid View control are also made to the Entity classes bound to it. However, that data needs to be saved back from the entities to the database itself. This can be achieved by the enabling of the Save button in the Navigator control, and the addition of some code.

1. In the Form Designer, click the save icon in the form toolbar and confirm that its Enabled property is set to True.

2. Double-click the save icon in the form toolbar to display its code.

3. Add the following (or similar) code to ensure that data is saved to the database when a user clicks the save button in the application.

   ```csharp
   public Form1()
   {
       InitializeComponent();
   }

   private void Form1_Load(object sender, EventArgs e)
   {
       we = new worldEntities();
       cityBindingSource.DataSource = we.city.ToList();
   }

   private void cityBindingNavigatorSaveItem_Click(object sender, EventArgs e)
   {
       we.SaveChanges();
   }
   ```

4. When the code has been added, save the solution and then rebuild it. Run the application and verify that changes made in the grid are saved.

4.6.4 Tutorial: Data Binding in ASP.NET Using LINQ on Entities
In this tutorial you create an ASP.NET web page that binds LINQ queries to entities using the Entity Framework mapping with MySQL Connector/NET.

If you have not already done so, install the world database sample prior to attempting this tutorial. See the tutorial Section 4.6.3, “Tutorial: Using an Entity Framework Entity as a Windows Forms Data Source” for instructions on downloading and installing this database.

Creating an ASP.NET Website

In this part of the tutorial, you create an ASP.NET website. The website uses the world database. The main web page features a drop-down list from which you can select a country. Data about the cities of that country is then displayed in a GridView control.

1. From the Visual Studio main menu select File, New, and then Web Site.
2. From the Visual Studio installed templates select ASP.NET Web Site. Click OK. You will be presented with the Source view of your web page by default.
3. Click the Design view tab situated underneath the Source view panel.
4. In the Design view panel, enter some text to decorate the blank web page.
5. Click Toolbox. From the list of controls, select DropDownList. Drag and drop the control to a location beneath the text on your web page.
6. From the DropDownList control context menu, ensure that the Enable AutoPostBack check box is enabled. This will ensure the control's event handler is called when an item is selected. The user's choice will in turn be used to populate the GridView control.
7. From the Toolbox select the GridView control. Drag and drop the GridView control to a location just below the drop-down list you already placed.

The following figure shows an example of the decorative text and two controls in the Design view tab. The added GridView control produced a grid with three columns (Column0, Column1, and Column3) and the string abc in each cell of the grid.

Figure 4.18 Placed GridView Control

8. At this point it is recommended that you save your solution, and build the solution to ensure that there are no errors.
9. If you run the solution you will see that the text and drop down list are displayed, but the list is empty. Also, the grid view does not appear at all. Adding this functionality is described in the following sections.

At this stage you have a website that will build, but further functionality is required. The next step will be to use the Entity Framework to create a mapping from the world database into entities that you can control programmatically.

Creating an ADO.NET Entity Data Model

In this stage of the tutorial you will add an ADO.NET Entity Data Model to your project, using the world database at the storage level. The procedure for doing this is described in the tutorial Section 4.6.3, “Tutorial: Using an Entity Framework Entity as a Windows Forms Data Source”, and so will not be repeated here.

Populating a List Box by Using the Results of a Entity LINQ Query

In this part of the tutorial you will write code to populate the DropDownList control. When the web page loads the data to populate the list will be achieved by using the results of a LINQ query on the model created previously.

1. In the Design view panel, double-click any blank area. This brings up the Page_Load method.

2. Modify the relevant section of code according to the following listing example.

```csharp
... public partial class _Default : System.Web.UI.Page
{
    worldModel.worldEntities we;
    protected void Page_Load(object sender, EventArgs e)
    {
        we = new worldModel.worldEntities();
        if (!IsPostBack)
        {
            var countryQuery = from c in we.country
                                orderby c.Name
                                select new { c.Code, c.Name };
            DropDownList1.DataValueField = "Code";
            DropDownList1.DataTextField = "Name";
            DropDownList1.DataSource = countryQuery.ToList();
            DataBind();
        }
    }
...```

The list control only needs to be populated when the page first loads. The conditional code ensures that if the page is subsequently reloaded, the list control is not repopulated, which would cause the user selection to be lost.

3. Save the solution, build it and run it. You should see that the list control has been populated. You can select an item, but as yet the GridView control does not appear.

At this point you have a working Drop Down List control, populated by a LINQ query on your entity data model.

Populating a Grid View Control by Using a Entity LINQ Query

In the last part of this tutorial you will populate the Grid View Control using a LINQ query on your entity data model.

1. In the Design view, double-click the DropDownList control. This action causes its SelectedIndexChanged code to be displayed. This method is called when a user selects an item in the list control and thus generates an AutoPostBack event.
2. Modify the relevant section of code accordingly to the following listing example.

```csharp
protected void DropDownList1_SelectedIndexChanged(object sender, EventArgs e)
{
    var cityQuery = from c in we.city
                    orderby c.Name
    GridView1.DataSource = cityQuery;
    DataBind();
}
```

The grid view control is populated from the result of the LINQ query on the entity data model.

3. Save, build, and run the solution. As you select a country you will see its cities are displayed in the GridView control. The following figure shows Belgium selected from the list box and a table with three columns: Name, Population, and CountryCode.

![Figure 4.19 The Working Website](http://localhost:1174/WebSite3/Default.aspx)

In this tutorial you have seen how to create an ASP.NET website, you have also seen how you can access a MySQL database using LINQ queries on an entity data model.

### 4.6.5 Tutorial: Generating MySQL DDL from an Entity Framework Model

This tutorial demonstrates how to create MySQL DDL from an Entity Framework model. Minimally, you will need Microsoft Visual Studio 2017 and MySQL Connector/NET 6.10 to perform this tutorial.


3. From the Solution Explorer select Add, New Item. In the Add New Item dialog select Online Templates. Select ADO.NET Entity Data Model and click Add to open the Entity Data Model dialog.

4. In the Entity Data Model dialog select Empty Model. Click Finish to create a blank model.

5. Create a simple model. A single Entity will do for the purposes of this tutorial.

6. In the Properties panel select ConceptualEntityModel from the drop-down list.
7. In the Properties panel, locate the DDL Generation Template in the category Database Script Generation.

8. For the DDL Generation property select SSDLToMySQL.tt(VS) from the drop-down list.

9. Save the solution.

10. Right-click an empty space in the model design area to open the context-sensitive menu. From the menu select Generate Database from Model to open the Generate Database Wizard dialog.

11. In the Generate Database Wizard dialog select an existing connection, or create a new connection to a server. Select an appropriate option to show or hide sensitive data. For the purposes of this tutorial, you can select Yes, although you might skip this for commercial applications.

12. Click Next to generate MySQL compatible DDL code and then click Finish to exit the wizard.

You have seen how to create MySQL DDL code from an Entity Framework model.

4.6.6 Tutorial: Basic CRUD Operations with Connector/NET

This tutorial provides instructions to get you started using MySQL as a document store with MySQL Connector/NET. For concepts and additional usage examples, see X DevAPI User Guide.

Minimum Requirements

- MySQL Server 8.0.11 with X Protocol enabled
- Connector/NET 8.0.11
- Visual Studio 2013/2015/2017
- world_x database sample

Import the Document Store Sample

A MySQL script is provided with data and a JSON collection. The sample contains the following:

- Collection
  - countryinfo: Information about countries in the world.
- Tables
  - country: Minimal information about countries of the world.
  - city: Information about some of the cities in those countries.
  - countrylanguage: Languages spoken in each country.

To install the world_x database sample, follow these steps:


2. Extract the installation archive to a temporary location such as /tmp/.

   Unpacking the archive results in two files, one of them named world_x.sql.

3. Connect to the MySQL server using the MySQL Client with the following command:

   shell> mysql -u root -p

   Enter your password when prompted. A non-root account can be used as long as the account has privileges to create new databases. For more information about using the MySQL Client, see mysql — The MySQL Command-Line Client.

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4. Execute the `world_x.sql` script to create the database structure and insert the data as follows:

```
mysql> SOURCE /temp/world_x.sql;
```

Replace `/temp/` with the path to the `world_x.sql` file on your system.

Add References to Required DLLs

Create a new Visual Studio Console Project targeting .NET Framework 4.5.2 (or later), .NET Core 1.1, or .NET Core 2.0. The code examples in this tutorial are shown in the C# language, but you can use any .NET language.

Add a reference in your project to the following DLLs:

- MySql.Data.dll
- Google.Protobuf.dll

Import Namespaces

Import the required namespaces by adding the following statements:

```csharp
using MySqlX.XDevAPI;
using MySqlX.XDevAPI.Common;
using MySqlX.XDevAPI.CRUD;
```

Create a Session

A session in the X DevAPI is a high-level database session concept that is different from working with traditional low-level MySQL connections. It is important to understand that this session is not the same as a traditional MySQL session. Sessions encapsulate one or more actual MySQL connections.

The following example opens a session, which you can use later to retrieve a schema and perform basic CRUD operations.

```csharp
string schemaName = "world_x";
// Define the connection string
string connectionURI = "mysqlx://test:test@localhost:33060";
Session session = MySQLX.GetSession(connectionURI);
// Get the schema object
Schema schema = session.GetSchema(schemaName);
```

Find a Row Within a Collection

After the session is instantiated, you can execute a find operation. The next example uses the session object that you created:

```csharp
// Use the collection 'countryinfo'
var myCollection = schema.GetCollection("countryinfo");
var docParams = new DbDoc(new { name1 = "Albania", _id1 = "ALB" });

// Find a document
DocResult foundDocs = myCollection.Find("Name = :name1 || _id = :_id1").Bind(docParams).Execute();
while (foundDocs.Next())
{
    Console.WriteLine(foundDocs.Current["Name"]);
    Console.WriteLine(foundDocs.Current["_id"]);
}
```

Insert a New Document into a Collection

```csharp
//Insert a new document with an identifier
```
Update an Existing Document

```csharp
// using the same docParams object previously created
docParams = new DbDoc(new { name1 = "Unknown", _id1 = "UKN" });
r = myCollection.Modify("_id = :Id").Bind("id", "UKN").Set("GNP", "3308").Execute();
if (r.AffectedItemsCount == 1)
{
    foundDocs = myCollection.Find("Name = :name1\| _id = :_id1").Bind(docParams).Execute();
    while (foundDocs.Next())
    {
        Console.WriteLine(foundDocs.Current["Name"]);
        Console.WriteLine(foundDocs.Current["_id"]);
        Console.WriteLine(foundDocs.Current["GNP"]);
    }
}
```

Delete a Specific Document

```csharp
r = myCollection.Remove("_id = :id").Bind("id", "UKN").Execute();
```

Close the Session

```csharp
session.Close();
```

Complete Code Example

The following example shows the basic operations that you can perform with a collection.

```csharp
using MySqlX.XDevAPI;
using MySqlX.XDevAPI.Common;
using MySqlX.XDevAPI.CRUD;
using System;
namespace MySQLX_Tutorial
{
    class Program
    {
        static void Main(string[] args)
        {
            string schemaName = "world_x";
            string connectionURI = "mysqlx://test:test@localhost:33060";
            Session session = MySQLX.GetSession(connectionURI);
            Schema schema = session.GetSchema(schemaName);

            // Use the collection 'countryinfo'
            var myCollection = schema.GetCollection("countryinfo");
            var docParams = new DbDoc(new { name1 = " Albania", _id1 = "ALB" });

            // Find a document
            DocResult foundDocs = myCollection.Find("Name = :name1 || _id = :_id1").Bind(docParams).Execute();
            while (foundDocs.Next())
            {
                Console.WriteLine(foundDocs.Current["Name"]);
                Console.WriteLine(foundDocs.Current["_id"]);
            }

            // Insert a new document with an id
            var obj = new { _id = "UKN", Name = " Unknown" };
            Result r = myCollection.Add(obj).Execute();

            // Update an existing document
            docParams = new DbDoc(new { name1 = " Unknown", _id1 = "UKN" });
            r = myCollection.Modify("_id = :Id").Bind("id", "UKN").Set("GNP", "3308").Execute();
            if (r.AffectedItemsCount == 1)
```
4.6.7 Tutorial: Configuring SSL with Connector/NET

In this tutorial you will learn how you can use MySQL Connector/NET to connect to a MySQL server configured to use SSL. Support for SSL client PFX certificates was added to the Connector/NET 6.2 release series. PFX is the native format of certificates on Microsoft Windows. More recently, support for SSL client PEM certificates was added in the Connector/NET 8.0.16 release.

MySQL Server uses the PEM format for certificates and private keys. Connector/NET enables the use of either PEM or PFX certificates with both classic MySQL protocol and X Protocol. This tutorial uses the test certificates from the server test suite by way of example. You can obtain the MySQL Server source code from MySQL Downloads. The certificates can be found in the ./mysql-test/std_data directory.

To apply the server-side startup configuration for SSL connections:

1. In the MySQL Server configuration file, set the SSL parameters as shown in the following PEM format example. Adjust the directory paths according to the location in which you installed the MySQL source code.

   ```
   ssl-ca=path/to/repo/mysql-test/std_data/cacert.pem
   ssl-cert=path/to/repo/mysql-test/std_data/server-cert.pem
   ssl-key=path/to/repo/mysql-test/std_data/server-key.pem
   ```

   The `SslCa` connection option accepts both PEM and PFX format certificates, using the file extension to determine how to process certificates. Change `cacert.pem` to `cacert.pfx` if you intend to continue with the PFX portion of this tutorial.

   For a description of the connection string options used in this tutorial, see Section 4.4.5, "Connector/NET 8.0 Connection Options Reference".

2. Create a test user account to use in this tutorial and set the account to require SSL. Using the MySQL Command-Line Client, connect as `root` and create the user `sslclient` (with `test` as the account password). Then, grant all privileges to the new user account as follows:

   ```
   CREATE USER sslclient@"%" IDENTIFIED BY 'test' REQUIRE SSL;
   GRANT ALL PRIVILEGES ON *.* TO sslclient@"%";
   ```

   For detailed information about account-management strategies, see Access Control and Account Management.

Now that the server-side configuration is finished, you can begin the client-side configuration using either PEM or PFX format certificates in Connector/NET.
4.6.7.1 Using PEM Certificates in Connector/NET

The direct use of PEM format certificates was introduced to simplify certificate management in multiplatform environments that include similar MySQL products. In previous versions of Connector/NET, your only choice was to use platform-dependent PFX format certificates.

For this example, use the test client certificates from the MySQL server repository (server-repository-root/mysql-test/std_data). In your application, add a connection string using the test database and the sslclient user account (created previously). For example:

1. Set the SslMode connection option to the level of security needed. PEM certificates are only validated for VerifyCA and VerifyFull SSL mode values. All other mode values ignore certificates even if they are provided.

```csharp
using (MySqlConnection connection = new MySqlConnection(
    "database=test;user=sslclient;" +
    "SslMode=VerifyFull"
))
```

2. Add the appropriate SSL certificates. Because this tutorial sets the SslMode option to VerifyFull, you must also provide values for the SslCa, SslCert, and SslKey connection options. Each option must point to a file with the .pem file extension.

```csharp
"SslCa=ca.pem;" +
"SslCert=client-cert.pem;" +
"SslKey=client-key.pem;"
```

Alternatively, if you set the SSL mode to VerifyCA, only the SslCa connection option is required.

3. Open a connection. The following example opens a connection using the classic MySQL protocol, but you can perform a similar test using X Protocol.

```csharp
using (MySqlConnection connection = new MySqlConnection(
    "database=test;user=sslclient;" +
    "SslMode=VerifyFull" +
    "SslCa=ca.pem;" +
    "SslCert=client-cert.pem;" +
    "SslKey=client-key.pem;"))
```

Errors found when processing the PEM certificates will result in an exception being thrown. For additional information, see Command Options for Encrypted Connections.

4.6.7.2 Using PFX Certificates in Connector/NET

.NET does not provide native support the PEM format. Instead, Windows includes a certificate store that provides platform-dependent certificates in PFX format. For the purposes of this example, use test client certificates from the MySQL server repository (.mysql-test/std_data). Convert these to PFX format first. This format is also known as PKCS#12.

To complete the steps in this tutorial for PFX certificates, you must have OpenSSL installed. This can be downloaded for Microsoft Windows at no charge from Shining Light Productions.

Creating a Certificate File to Use with the .NET Client

1. From the directory server-repository-root/mysql-test/std_data, issue the following command.

   ```
   openssl pkcs12 -export -in client-cert.pem -inkey client-key.pem -certfile cacert.pem -out client.pfx
   ```

2. When asked for an export password, enter the password “pass”. The file client.pfx will be generated. This file is used in the remainder of the tutorial.
Connecting to the Server Using a File-Based Certificate

1. Use the `client.pfx` file that you created in the previous step to authenticate the client. The following example demonstrates how to connect using the `SslMode`, `CertificateFile`, and `CertificatePassword` connection string options.

```csharp
using (MySqlConnection connection = new MySqlConnection(
    "database=test;user=sslclient;" +
    "CertificateFile=H:\git\mysql-trunk\mysql-test\std_data\client.pfx;" +
    "CertificatePassword=pass;" +
    "SslMode=Required "))
{
    connection.Open();
}
```

The path to the certificate file needs to be changed to reflect your individual installation. When using PFX format certificates, the `SslMode` connection option validates certificates for all SSL mode values, except `None`.

Connecting to the Server Using a Store-Based Certificate

1. The first step is to import the PFX file, `client.pfx`, into the Personal Store. Double-click the file in Windows explorer. This launches the Certificate Import Wizard.

2. Follow the steps dictated by the wizard, and when prompted for the password for the PFX file, enter “pass”.

3. Click Finish to close the wizard and import the certificate into the personal store.

Examining Certificates in the Personal Store

1. Start the Microsoft Management Console by entering `mmc.exe` at a command prompt.

2. Select Add/Remove snap-in from the File menu. Click Add. Select Certificates from the list of available snap-ins.

3. In the dialog, click Add and then select the My user account option. This option is used for personal certificates.

4. Click Finish.

5. Click OK to close the Add/Remove Snap-in dialog.

6. You now have Certificates – Current User displayed in the left panel of the Microsoft Management Console. Expand the Certificates - Current User tree item and select Personal, Certificates. The right panel displays a certificate issued to MySQL that was previously imported. Double-click the certificate to display its details.

7. After you have imported the certificate to the Personal Store, you can use a more succinct connection string to connect to the database, as illustrated by the following code:

```csharp
using (MySqlConnection connection = new MySqlConnection(
    "database=test;user=sslclient;" +
    "Certificate Store Location=CurrentUser;" +
    "SslMode=Required"))
{
    connection.Open();
}
```

Certificate Thumbprint Parameter

If you have a large number of certificates in your store, and many have the same Issuer, this can be a source of confusion and result in the wrong certificate being used. To alleviate this situation, there is an
optional Certificate Thumbprint parameter that can additionally be specified as part of the connection string. As mentioned before, you can double-click a certificate in the Microsoft Management Console to display the certificate's details. When the Certificate dialog is displayed click the Details tab and scroll down to see the thumbprint. The thumbprint will typically be a number such as #47 94 36 00 9a 40 f3 01 7a 14 5c f8 47 9e 76 94 d7 aa de f0. This thumbprint can be used in the connection string, as the following code illustrates:

```csharp
using (MySqlConnection connection = new MySqlConnection(
    "database=test;user=sslclient;" +
    "Certificate Store Location=CurrentUser;" +
    "Certificate Thumbprint=479436009a40f3017a145cf8479e7694d7aadef0;" +
    "SSL Mode=Required")
{   connection.Open();
}
```

Spaces in the thumbprint parameter are optional and the value is not case-sensitive.

### 4.6.8 Tutorial: Using MySqlScript

This tutorial teaches you how to use the `MySqlScript` class. This class enables you to execute a series of statements. Depending on the circumstances, this can be more convenient than using the `MySqlCommand` approach.

Further details of the `MySqlScript` class can be found in the reference documentation supplied with MySQL Connector.NET.

To run the example programs in this tutorial, set up a simple test database and table using the `mysql` Command-Line Client or MySQL Workbench. Commands for the `mysql` Command-Line Client are given here:

```sql
CREATE DATABASE TestDB;
USE TestDB;
CREATE TABLE TestTable (id INT NOT NULL PRIMARY KEY AUTO_INCREMENT, name VARCHAR(100));
```

The main method of the `MySqlScript` class is the `Execute` method. This method causes the script (sequence of statements) assigned to the Query property of the MySqlScript object to be executed. The Query property can be set through the `MySqlScript` constructor or by using the Query property. `Execute` returns the number of statements executed.

The `MySqlScript` object will execute the specified script on the connection set using the Connection property. Again, this property can be set directly or through the `MySqlScript` constructor. The following code snippets illustrate this:

```csharp
string sql = "SELECT * FROM TestTable";
...
MySqlScript script = new MySqlScript(conn, sql);
...
MySqlScript script = new MySqlScript();
script.Query = sql;
script.Connection = conn;
...
script.Execute();
```

The `MySqlScript` class has several events associated with it. There are:

1. Error - generated if an error occurs.
2. ScriptCompleted - generated when the script successfully completes execution.
3. StatementExecuted - generated after each statement is executed.

It is possible to assign event handlers to each of these events. These user-provided routines are called back when the connected event occurs. The following code shows how the event handlers are set up.
In VisualStudio, you can save typing by using tab completion to fill out stub routines. Start by typing, for example, “script.Error += “. Then press TAB, and then press TAB again. The assignment is completed, and a stub event handler created. A complete working example is shown below:

```csharp
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Data;
using MySql.Data;
using MySql.Data.MySqlClient;

namespace MySqlScriptTest
{
    class Program
    {
        static void Main(string[] args)
        {
            string connStr = "server=localhost;user=root;database=TestDB;port=3306;password=******";
            MySqlConnection conn = new MySqlConnection(connStr);
            try
            {
                Console.WriteLine("Connecting to MySQL...");
                conn.Open();
                string sql = "INSERT INTO TestTable(name) VALUES ('Superman');" +
                             "INSERT INTO TestTable(name) VALUES ('Batman');" +
                             "INSERT INTO TestTable(name) VALUES ('Wolverine');" +
                             "INSERT INTO TestTable(name) VALUES ('Storm');";
                MySqlScript script = new MySqlScript(conn, sql);
                script.Error += new MySqlScriptErrorEventHandler(script_Error);
                script.ScriptCompleted += new EventHandler(script_ScriptCompleted);
                script.StatementExecuted += new MySqlStatementExecutedEventHandler(script_StatementExecuted);
                int count = script.Execute();
                Console.WriteLine("Executed " + count + " statement(s)." arte="event arguments");
                Console.WriteLine("Delimiter: " + script.Delimiter);
            }
            catch (Exception ex)
            {
                Console.WriteLine(ex.ToString());
            }
            conn.Close();
            Console.WriteLine("Done.");
        }

        static void script_StatementExecuted(object sender, MySqlScriptEventArgs args)
        {
            Console.WriteLine("script_StatementExecuted");
        }

        static void script_ScriptCompleted(object sender, EventArgs e)
        {
            // EventArgs e will be EventArgs.Empty for this method
            Console.WriteLine("script_ScriptCompleted!");
        }

        static void script_Error(Object sender, MySqlScriptErrorEventArgs args)
        {
            Console.WriteLine("script_Error: " + args.Exception.ToString());
        }
    }
}
```
In the `script_ScriptCompleted` event handler, the `EventArgs` parameter `e` will be `EventArgs.Empty`. In the case of the `ScriptCompleted` event there is no additional data to be obtained, which is why the event object is `EventArgs.Empty`.

### Using MySQLScript

Depending on the nature of the script, you may need control of the delimiter used to separate the statements that will make up a script. The most common example of this is where you have a multi-statement stored routine as part of your script. In this case if the default delimiter of `;` is used you will get an error when you attempt to execute the script. For example, consider the following stored routine:

```sql
CREATE PROCEDURE test_routine()
BEGIN
    SELECT name FROM TestTable ORDER BY name;
    SELECT COUNT(name) FROM TestTable;
END
```

This routine actually needs to be executed on the MySQL Server as a single statement. However, with the default delimiter of `;`, the `MySQLScript` class would interpret the above as two statements, the first being:

```sql
CREATE PROCEDURE test_routine()
BEGIN
    SELECT name FROM TestTable ORDER BY name;
```

Executing this as a statement would generate an error. To solve this problem `MySQLScript` supports the ability to set a different delimiter. This is achieved through the `Delimiter` property. For example, you could set the delimiter to `??`, in which case the above stored routine would no longer generate an error when executed. Multiple statements can be delimited in the script, so for example, you could have a three statement script such as:

```sql
string sql = "DROP PROCEDURE IF EXISTS test_routine??" +
    "CREATE PROCEDURE test_routine() " +
    "BEGIN " +
    "SELECT name FROM TestTable ORDER BY name;" +
    "SELECT COUNT(name) FROM TestTable;" +
    "END??" +
    "CALL test_routine();"
```

You can change the delimiter back at any point by setting the `Delimiter` property. The following code shows a complete working example:

```csharp
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using MySql.Data;
using MySql.Data.MySqlClient;

namespace ConsoleApplication8
{
    class Program
    {
        static void Main(string[] args)
        {
            string connStr = "server=localhost;user=root;database=TestDB;port=3306;password=******";
            MySqlConnection conn = new MySqlConnection(connStr);
            try
            {
                Console.WriteLine("Connecting to MySQL...");
                conn.Open();

                string sql = "DROP PROCEDURE IF EXISTS test_routine??" +
        ```
"CREATE PROCEDURE test_routine() " + 
"BEGIN " + 
"SELECT name FROM TestTable ORDER BY name;" + 
"SELECT COUNT(name) FROM TestTable;" + 
"END??" + 
"CALL test_routine()";

MySqlScript script = new MySqlScript(conn);
script.Query = sql;
script.Delimiter = "??";
int count = script.Execute();
Console.WriteLine("Executed " + count + " statement(s)");
script.Delimiter = ";
Console.WriteLine("Delimiter: " + script.Delimiter);
Console.WriteLine("Query: " + script.Query);
} catch (Exception ex)
{
    Console.WriteLine(ex.ToString());
}
conn.Close();
Console.WriteLine("Done.");

4.7 Connector/NET for Entity Framework

Entity Framework is the name given to a set of technologies that support the development of data-oriented software applications. MySQL Connector/NET supports Entity Framework 6.0 (EF6 or EF 6.4) and Entity Framework Core (EF Core), which is the most recent framework available to .NET developers who work with MySQL data using .NET objects.

The following table shows the set of Connector/NET versions that support Entity Framework features.

Table 4.3 Connector/NET Versions and Entity Framework Support

<table>
<thead>
<tr>
<th>Connector/NET Version</th>
<th>EF6</th>
<th>EF 6.4</th>
<th>EF Core</th>
</tr>
</thead>
<tbody>
<tr>
<td>8.0</td>
<td></td>
<td>• EF 6.4: Full cross-platform support in 8.0.22 and higher.</td>
<td>• EF Core 5.0: Partial support with 8.0.23 and higher on platforms that support .NET Standard 2.1 (equivalent to the EF Core 3.1.1 feature set).</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• EF6: Full support on Windows only in 8.0.11 and higher.</td>
<td>• EF Core 3.1.1: Full support with 8.0.20 and higher. Connector/NET 8.0.20 does not support EF Core 2.1.</td>
</tr>
<tr>
<td>6.10 archive version</td>
<td></td>
<td>• EF6: Full support on Windows.</td>
<td>• EF Core 2.1: Full support with 8.0.13 and higher.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>• EF Core 2.0: Full support with 6.10.8 and higher. Partial support in 6.10.5 to 6.10.7 (No scaffolding).</td>
</tr>
</tbody>
</table>

4.7.1 Entity Framework 6 Support

MySQL Connector/NET integrates support for Entity Framework 6 (EF6), which now includes support for cross-platform application deployment with the EF 6.4 version. This chapter describes how to configure and use the EF6 features that are implemented in Connector/NET.
In this section:

• Minimum Requirements for EF6 on Windows Only
• Minimum Requirements for EF 6.4 with Cross-Platform Support
• Configuration
• EF6 Features
• Code First Features
• Example for Using EF6

Minimum Requirements for EF6 on Windows Only

• Connector/NET 6.10 or 8.0.11
• MySQL Server 5.6
• Entity Framework 6 assemblies
• .NET Framework 4.5.1 (.NET Framework 4.5.2 for Connector/NET 8.0.22)

Minimum Requirements for EF 6.4 with Cross-Platform Support

• Connector/NET 8.0.22
• MySQL Server 5.6
• Entity Framework 6.4 assemblies
• .NET Standard 2.1 (.NET Core SDK 3.1 and Visual Studio 2019 version 16.5)

Configuration

Note
The MySQL Connector/NET 8.0 release series has a naming scheme for EF6 assemblies and NuGet packages that differs from the scheme used with previous release series, such as 6.9 and 6.10. To configure Connector/NET 6.9 or 6.10 for use with EF6, substitute the assembly and package names in this section with the following:

• Assembly: MySql.Data.Entity.EF6
• NuGet package: MySql.Data.Entity


To configure Connector/NET support for EF6:

1. Edit the configuration sections in the app.config file to add the connection string and the Connector/NET provider.

   
   ```xml
   <connectionStrings>
   <add name="MyContext" providerName="MySql.Data.MySqlClient"
   connectionString="server=localhost;port=3306;database=mycontext;uid=root;password=********"/>
   </connectionStrings>
   <entityFramework>
   <providers>
   <provider invariantName="MySql.Data.MySqlClient"
   ...
2. Apply the assembly reference using one of the following techniques:

- **NuGet package.** Install the NuGet package to add this reference automatically to the app.config or web.config file during the installation. For example, to install the package for Connector/NET 8.0.22, use one of the following installation options:
  - Command Line Interface (CLI)
    
    ```
    ```
  - Package Manager Console (PMC)
    
    ```
    Install-Package MySql.Data.EntityFramework -Version 8.0.22
    ```
  - Visual Studio with NuGet Package Manager. For this option, select nuget.org as the package source, search for mysql.data, and install a stable version of MySql.Data.EntityFramework.
  - MySQL Installer or the MySQL Connector/NET MSI file. Install MySQL Connector/NET and then add a reference for the MySql.Data.EntityFrameworkCore assembly to your project. Depending on the .NET Framework version used, the assembly is taken from the v4.0, v4.5, or v4.8 folder.
  - MySQL Connector/NET source code. Build Connector/NET from source and then insert the following data provider information into the app.config or web.config file:

    ```
    <system.data>
    <DbProviderFactories>
    <remove invariant="MySql.Data.MySqlClient" />
    <add name="MySQL Data Provider" invariant="MySql.Data.MySqlClient" description=".Net Framework Data Provider for MySQL"
    type="MySql.Data.MySqlClient.MySqlClientFactory, MySql.Data, Version=8.0.22.0, Culture=neutral, PublicKeyToken=c5687fc88969c44d" />
    </DbProviderFactories>
    </system.data>
    ```

    **Important**
    Always update the version number to match the one in the MySql.Data.dll assembly.

3. Set the new DbConfiguration class for MySQL. This step is optional but highly recommended, because it adds all the dependency resolvers for MySQL classes. This can be done in three ways:

- Adding the DbConfigurationTypeAttribute on the context class:

  ```
  [DbConfigurationType(typeof(MySqlEFConfiguration))]
  ```

- Calling DbConfiguration.SetConfiguration(new MySqlEFConfiguration()) at the application start up.

- Set the DbConfiguration type in the configuration file:

  ```
  ```

  It is also possible to create a custom DbConfiguration class and add the dependency resolvers needed.

**EF6 Features**

Following are the new features in Entity Framework 6 implemented in Connector/NET:
• **Cross-platform support** in Connector/NET 8.0.22 implements EF 6.4 as the initial provider version to include Linux and macOS compatibility with .NET Standard 2.1 from Microsoft.

• **Async Query and Save** adds support for the task-based asynchronous patterns that have been available since .NET 4.5. The new asynchronous methods supported by Connector/NET are:
  - `ExecuteNonQueryAsync`
  - `ExecuteScalarAsync`
  - `PrepareAsync`

• **Connection Resiliency / Retry Logic** enables automatic recovery from transient connection failures. To use this feature, add to the `OnCreateModel` method:
  ```csharp
  SetExecutionStrategy(MySqlProviderInvariantName.ProviderName, () => new MySqlExecutionStrategy());
  ```

• **Code-Based Configuration** gives you the option of performing configuration in code, instead of performing it in a configuration file, as it has been done traditionally.

• **Dependency Resolution** introduces support for the Service Locator. Some pieces of functionality that can be replaced with custom implementations have been factored out. To add a dependency resolver, use:
  ```csharp
  AddDependencyResolver(new MySqlDependencyResolver());
  ```

The following resolvers can be added:

- `DbProviderFactory` -> `MySqlClientFactory`
- `IDbConnectionFactory` -> `MySqlConnectionFactory`
- `MigrationSqlGenerator` -> `MySqlMigrationSqlGenerator`
- `DbProviderServices` -> `MySqlProviderServices`
- `IProviderInvariantName` -> `MySqlProviderInvariantName`
- `IDbProviderFactoryResolver` -> `MySqlProviderFactoryResolver`
- `IManifestTokenResolver` -> `MySqlManifestTokenResolver`
- `IDbModelCacheKey` -> `MySqlModelCacheKeyFactory`
- `IDbExecutionStrategy` -> `MySqlExecutionStrategy`

• **Interception/SQL logging** provides low-level building blocks for interception of Entity Framework operations with simple SQL logging built on top:
  ```csharp
  myContext.Database.Log = delegate(string message) { Console.Write(message); };
  ```

• **DbContext can now be created with a DbConnection that is already opened**, which enables scenarios where it would be helpful if the connection could be open when creating the context (such as sharing a connection between components when you cannot guarantee the state of the connection)

```csharp
[DbConfigurationType(typeof(MySqlEFConfiguration))]
class JourneyContext : DbContext
{
    public DbSet<MyPlace> MyPlaces { get; set; }

    public JourneyContext()
    : base()
    {

    }
```
• **Improved Transaction Support** provides support for a transaction external to the framework as well as improved ways of creating a transaction within the Entity Framework. Starting with Entity Framework 6, `Database.ExecuteSqlCommand()` will wrap by default the command in a transaction if one was not already present. There are overloads of this method that allow users to override this behavior if wished. Execution of stored procedures included in the model through APIs such as `ObjectContext.ExecuteFunction()` does the same. It is also possible to pass an existing transaction to the context.

• **DbSet.AddRange/RemoveRange** provides an optimized way to add or remove multiple entities from a set.

### Code First Features

Following are new Code First features supported by Connector/.NET:

• **Code First Mapping to Insert/Update/Delete Stored Procedures** supported:

  ```csharp
  modelBuilder.Entity<EntityType>().MapToStoredProcedures();
  ```

• **Idempotent migrations scripts** allow you to generate an SQL script that can upgrade a database at any version up to the latest version. To do so, run the `Update-Database -Script -SourceMigration: $InitialDatabase` command in Package Manager Console.

• **Configurable Migrations History Table** allows you to customize the definition of the migrations history table.

### Example for Using EF6

The following C# code example represents the structure of an Entity Framework 6 model.

```csharp
using MySql.Data.Entity;
using System.Data.Common;
using System.Data.Entity;

namespace EF6
{
    // Code-Based Configuration and Dependency resolution
    [DbConfigurationType(typeof(MySqlEFConfiguration))]
    public class Parking : DbContext
    {
        public DbSet<Car> Cars { get; set; }

        public Parking()
        : base()
        {
        }
    }
}
The C# code example that follows shows how to use the entities from the previous model in an application that stores the data within a MySQL table.

```csharp
using MySql.Data.MySqlClient;
using System;
using System.Collections.Generic;

namespace EF6
{
    class Example
    {
        public static void ExecuteExample()
        {
            string connectionString = "server=localhost;port=3305;database=parking;uid=root";

            using (MySqlConnection connection = new MySqlConnection(connectionString))
            {
                // Create database if not exists
                using (Parking contextDB = new Parking(connection, false))
                {
                    contextDB.Database.CreateIfNotExists();
                }
                connection.Open();
                MySqlTransaction transaction = connection.BeginTransaction();
                try
                {
                    // DbSet.AddRange
                    List<Car> cars = new List<Car>();
                    cars.Add(new Car { Manufacturer = "Nissan", Model = "370Z", Year = 2012 });
                    cars.Add(new Car { Manufacturer = "Ford", Model = "Mustang", Year = 2013 });
                    cars.Add(new Car { Manufacturer = "Chevrolet", Model = "Camaro", Year = 2012 });
                    cars.Add(new Car { Manufacturer = "Dodge", Model = "Charger", Year = 2013 });
                }
            }
        }
    }
}
```
context.Cars.AddRange(cars);
context.SaveChanges();
}

transaction.Commit();
}
catch
{
transaction.Rollback();
throw;
}
}
}
}

4.7.2 Entity Framework Core Support

MySQL Connector/.NET integrates support for Entity Framework Core (EF Core). The requirements and configuration of EF Core depend on the version of Connector/.NET installed and the features that you require. Use the table that follows to evaluate the minimum requirements.

### Table 4.4 Connector/.NET Versions and Entity Framework Core Support

<table>
<thead>
<tr>
<th>Connector/.NET</th>
<th>EF Core 2.1</th>
<th>EF Core 3.1.1</th>
<th>EF Core 5.0</th>
</tr>
</thead>
<tbody>
<tr>
<td>8.0.23</td>
<td>Not supported</td>
<td>.NET Standard 2.0</td>
<td>.NET Standard 2.1 (feature set is equivalent to EF Core 3.1.1)</td>
</tr>
<tr>
<td>8.0.20 to 8.0.22</td>
<td>Not supported</td>
<td>.NET Standard 2.0</td>
<td>Not supported</td>
</tr>
<tr>
<td>8.0.18 to 8.0.19</td>
<td>.NET Standard 2.0 or .NET Framework 4.6.1 (and later)</td>
<td>Not supported</td>
<td>Not supported</td>
</tr>
<tr>
<td>8.0.13 to 8.0.17</td>
<td>.NET Standard 2.0 or .NET Framework 4.6.1 (and later)</td>
<td>Not supported</td>
<td>Not supported</td>
</tr>
<tr>
<td>8.0.11 to 8.0.12</td>
<td>Not supported</td>
<td>Not supported</td>
<td>Not supported</td>
</tr>
</tbody>
</table>

In this section:

- General Requirements for EF Core Support
- Configuration with MySQL
- Limitations
- Maximum String Length

### General Requirements for EF Core Support

- Connector/.NET 8.0
- MySQL 5.7 or MySQL 8.0 server
- Entity Framework Core packages:
  - `MySql.EntityFrameworkCore 5.0.0+m8.0.2.x` and `3.1.10+m8.0.2.x` (Connector/.NET 8.0.23 and higher on .NET)
  - `MySql.Data.EntityFrameworkCore 8.0.2.x` (Connector/.NET 8.0.22 and earlier)
• An implementation of .NET Standard or .NET Framework that is supported by Connector/NET (see Table 4.4, “Connector/NET Versions and Entity Framework Core Support”)

• .NET | .NET Core SDK

  • .NET 5.0 for all supported platforms: https://dotnet.microsoft.com/download/dotnet/5.0
  • .NET Core for Microsoft Windows: https://www.microsoft.com/net/core#windowscmd
  • .NET Core for Linux: https://www.microsoft.com/net/core#linuxredhat
  • .NET Core for macOS: https://www.microsoft.com/net/core#macos
  • Docker: https://www.microsoft.com/net/core#dockercmd


  Note

  For EF Core 3.1, Visual Studio 2019 version 16.3 is the minimum.

Configuration with MySQL

To use Entity Framework Core with a MySQL database, do the following:

1. Install the NuGet package.

   When you install either the MySql.EntityFrameworkCore or MySql.Data.EntityFrameworkCore package, all of the related packages required to run your application are installed for you. For instructions on adding a NuGet package, see the relevant Microsoft documentation.

2. In the class that derives from the DbContext class, override the OnConfiguring method to set the MySQL data provider with UseMySQL. The following example shows how to set the provider using a generic connection string in C#.

   ```csharp
   protected override void OnConfiguring(DbContextOptionsBuilder optionsBuilder)
   {
   #warning To protect potentially sensitive information in your connection string,
   you should move it out of source code. See http://go.microsoft.com/fwlink/?LinkId=723263
   for guidance on storing connection strings.

   optionsBuilder.UseMySQL("server=localhost;database=library;user=user;password=password");
   }
   ```

Limitations

The Connector/NET implementation of EF Core has the following limitations:

• Memory-Optimized Tables is not supported.

Maximum String Length

The following table shows the maximum length of string types supported by the Connector/NET implementation of EF Core. Length values are in bytes for nonbinary and binary string types, depending on the character set used.

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Maximum Length</th>
<th>.NET Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHAR</td>
<td>255</td>
<td>string</td>
</tr>
<tr>
<td>BINAR</td>
<td>255</td>
<td>byte[]</td>
</tr>
</tbody>
</table>
**Entity Framework Core Support**

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Maximum Length</th>
<th>.NET Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>VARCHAR, VARBINARY</td>
<td>65,535</td>
<td>string, byte[]</td>
</tr>
<tr>
<td>TINYBLOB, TINYTEXT</td>
<td>255</td>
<td>byte[]</td>
</tr>
<tr>
<td>BLOB, TEXT</td>
<td>65,535</td>
<td>byte[]</td>
</tr>
<tr>
<td>MEDIUMBLOB, MEDIUMTEXT</td>
<td>16,777,215</td>
<td>byte[]</td>
</tr>
<tr>
<td>LONGBLOB, LONGTEXT</td>
<td>4,294,967,295</td>
<td>byte[]</td>
</tr>
<tr>
<td>ENUM</td>
<td>65,535</td>
<td>string</td>
</tr>
<tr>
<td>SET</td>
<td>65,535</td>
<td>string</td>
</tr>
</tbody>
</table>

For additional information about the storage requirements of the string types, see [String Type Storage Requirements](#).

### 4.7.2.1 Creating a Database with Code First in EF Core

The Code First approach enables you to define an entity model in code, create a database from the model, and then add data to the database. MySQL Connector.NET is compatible with multiple versions of Entity Framework Core. For specific compatibility information, see Table 4.4, "Connector.NET Versions and Entity Framework Core Support".

The following example shows the process of creating a database from existing code. Although this example uses the C# language, you can use any .NET language and run the resulting application on Windows, macOS, or Linux.

1. Create a console application for this example.

   a. Initialize a valid .NET Core project and console application using the .NET Core command-line interface (CLI) and then switch to the newly created folder (mysqlEFcore).

   ```bash
   dotnet new console -o mysqlEFcore
   cd mysqlEFcore
   ```

   b. Add the `MySql.EntityFrameworkCore` package to the application by using the dotnet CLI or the Package Manager Console in Visual Studio.

   **dotnet CLI**

   Enter one of the following commands to add either the MySQL EF Core 5.0 or EF Core 3.1 package for use with Connector.NET 8.0.23 and higher:

   ```bash
   dotnet add package MySql.EntityFrameworkCore --version 5.0.0+m8.0.23
   dotnet add package MySql.EntityFrameworkCore --version 3.1.10+m8.0.23
   ```

   For previous versions of Connector.NET, use the following command to specify the version of the package:

   ```bash
   dotnet add package MySql.Data.EntityFrameworkCore --version 8.0.22
   ```

   **Package Manager Console**

   Enter one of the following commands to add either the MySQL EF Core 5.0 or EF Core 3.1 package for use with Connector.NET 8.0.23 and higher:

   ```bash
   Install-Package MySql.EntityFrameworkCore -Version 5.0.0+m8.0.23
   Install-Package MySql.EntityFrameworkCore -Version 3.1.10+m8.0.23
   ```

   For previous versions of Connector.NET, use the following command to specify the version of the package:

   ```bash
   Install-Package MySql.Data.EntityFrameworkCore -Version 8.0.22
   ```
c. Restore dependencies and project-specific tools that are specified in the project file as follows:

```
dotnet restore
```

2. Create the model and run the application.

The model in this example is to be used by the console application. It consists of two entities related to a book library that are configured in the `LibraryContext` class (or database context).

a. Create a new file named `LibraryModel.cs` and then add the following `Book` and `Publisher` classes to the `mysqlefcore` namespace.

```csharp
namespace mysqlefcore
{
    public class Book
    {
        public string ISBN { get; set; }
        public string Title { get; set; }
        public string Author { get; set; }
        public string Language { get; set; }
        public int Pages { get; set; }
        public virtual Publisher Publisher { get; set; }
    }

    public class Publisher
    {
        public int ID { get; set; }
        public string Name { get; set; }
        public virtual ICollection<Book> Books { get; set; }
    }
}
```

b. Create a new file named `LibraryContext.cs` and add the code that follows. Replace the generic connection string with one that is appropriate for your MySQL server configuration.

```csharp
using Microsoft.EntityFrameworkCore;
using MySQL.EntityFrameworkCore.Extensions;
namespace mysqlefcore
{
    public class LibraryContext : DbContext
    {
        public DbSet<Book> Book { get; set; }
        public DbSet<Publisher> Publisher { get; set; }

        protected override void OnConfiguring(DbContextOptionsBuilder optionsBuilder)
        {
            optionsBuilder.UseMySQL("server=localhost;database=library;user=user;password=password");
        }

        protected override void OnModelCreating(ModelBuilder modelBuilder)
        {
            base.OnModelCreating(modelBuilder);

            modelBuilder.Entity<Publisher>(entity =>
            {
                entity.HasKey(e => e.ID);
                entity.Property(e => e.Name).IsRequired();
            });
        }
    }
}
```

**Note**

The `MySQL.EntityFrameworkCore.Extensions` namespace applies to Connector/NET 8.0.23 and higher; earlier connector versions require the `MySQL.Data.EntityFrameworkCore.Extensions` namespace.
The **LibraryContext** class contains the entities to use and it enables the configuration of specific attributes of the model, such as **Key**, required columns, references, and so on.

c. Insert the following code into the existing **Program.cs** file, replacing the default C# code.

```csharp
using Microsoft.EntityFrameworkCore;
using System;
using System.Text;

namespace mysqlcore
{
    class Program
    {
        static void Main(string[] args)
        {
            InsertData();
            PrintData();
        }

        private static void InsertData()
        {
            using (var context = new LibraryContext())
            {
                // Creates the database if not exists
                context.Database.EnsureCreated();

                // Adds a publisher
                var publisher = new Publisher
                {
                    Name = "Mariner Books"
                };
                context.Publisher.Add(publisher);

                // Adds some books
                context.Book.Add(new Book
                {
                    ISBN = "978-0544003415",
                    Title = "The Lord of the Rings",
                    Author = "J.R.R. Tolkien",
                    Language = "English",
                    Pages = 1216,
                    Publisher = publisher
                });
                context.Book.Add(new Book
                {
                    ISBN = "978-0547247762",
                    Title = "The Sealed Letter",
                    Author = "Emma Donoghue",
                    Language = "English",
                    Pages = 416,
                    Publisher = publisher
                });

                // Saves changes
                context.SaveChanges();
            }
        }

        private static void PrintData()
        {
        }
    }
}
Entity Framework Core Support

// Gets and prints all books in database
using (var context = new LibraryContext())
{
var books = context.Book
.Include(p => p.Publisher);
foreach(var book in books)
{
var data = new StringBuilder();
data.AppendLine($"Title: {book.Title}");
data.AppendLine($"Publisher: {book.Publisher.Name}");
Console.WriteLine(data.ToString());
}
}
}
}
}

d. Use the following CLI commands to restore the dependencies and then run the application.
dotnet restore
dotnet run

The output from running the application is represented by the following example:
ISBN: 978-0544003415
Title: The Lord of the Rings
Publisher: Mariner Books
ISBN: 978-0547247762
Title: The Sealed Letter
Publisher: Mariner Books

4.7.2.2 Scaffolding an Existing Database in EF Core
Scaffolding a database produces an Entity Framework model from an existing database. The resulting
entities are created and mapped to the tables in the specified database. For an overview of the
requirements to use EF Core with MySQL, see Table 4.4, “Connector/NET Versions and Entity
Framework Core Support”).
NuGet packages have the ability to select the best target for a project, which means that NuGet installs
the libraries related to that specific framework version.
There are two different ways to scaffold an existing database:
• Scaffolding a Database Using .NET Core CLI
• Scaffolding a Database Using Package Manager Console in Visual Studio
This section shows how to scaffold the sakila database using both approaches. Additional
scaffolding techniques are:
• Scaffolding a Database by Filtering Tables
• Scaffolding with Multiple Schemas

Requirements
For the components needed to reproduce each scaffolding approach, see General Requirements for
EF Core Support. With the Package Manager Console approach, determine which version of Visual
Studio is recommended for the version of .NET or .NET Core in use (see Table 4.1, “Connector/NET
Requirements for Related Products”).
To download sakila database, see https://dev.mysql.com/doc/sakila/en/.

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Scaffolding a Database Using .NET Core CLI

1. Initialize a valid .NET Core project and console application using the .NET Core command-line interface (CLI) and then change to the newly created folder (sakilaConsole).

   dotnet new console --o sakilaConsole
   cd sakilaConsole

2. Add the MySQL NuGet package for EF Core using the CLI. For example, use one of the following commands to add either the MySQL EF Core 5.0 or EF Core 3.1 package for use with Connector/.NET 8.0.23 and higher:

   dotnet add package MySql.EntityFrameworkCore --version 5.0.0+m8.0.23
   dotnet add package MySql.EntityFrameworkCore --version 3.1.10+m8.0.23

   For previous versions of Connector/.NET, use the following command to specify the version of the package:

   dotnet add package MySql.Data.EntityFrameworkCore --version 8.0.22

3. Add the following Microsoft.EntityFrameworkCore.Design Nuget package:

   dotnet add package Microsoft.EntityFrameworkCore.Tools

4. Restore dependencies and project-specific tools that are specified in the project file as follows:

   dotnet restore

5. Create the Entity Framework Core model by executing the following command. The connection string for this example must include database=sakila. For information about using connection strings, see Section 4.4.1, “Creating a Connector/.NET Connection String”.

   To validate that the model has been created, open the new sakila folder. You should see files corresponding to all tables mapped to entities. In addition, look for the sakilaContext.cs file, which contains the DbContext for this database.

Scaffolding a Database Using Package Manager Console in Visual Studio

1. Open Visual Studio and create a new Console App (.NET Core) for C#.

2. Add the MySQL NuGet package for EF Core using the Package Manager Console. For example, use one of the following commands to add either the MySQL EF Core 5.0 or EF Core 3.1 package for use with Connector/.NET 8.0.23 and higher:

   Install-Package MySql.EntityFrameworkCore -Version 5.0.0+m8.0.23
   Install-Package MySql.EntityFrameworkCore -Version 3.1.10+m8.0.23

   For previous versions of Connector/.NET, use the following command to specify the version of the package:

   Install-Package MySql.Data.EntityFrameworkCore -Version 8.0.22
Install-Package MySql.Data.EntityFrameworkCore -Version 8.0.22

3. Install the following NuGet package by selecting either Package Manager Console (or Manage NuGet Packages for Solution and then NuGet Package Manager) from the Tools menu:

4. Open Package Manager Console and enter the following command at the prompt to create the entities and DbContext for the sakila database. The connection string for this example must include database=sakila. For information about using connection strings, see Section 4.4.1, “Creating a Connector/.NET Connection String”.

   Note
   If you are using a connector version earlier than Connector/.NET 8.0.23, replace MySql.EntityFrameworkCore with MySql.Data.EntityFrameworkCore.

   Scaffold-DbContext "connection-string" MySql.EntityFrameworkCore -OutputDir sakila -f

Visual Studio creates a new sakila folder inside the project, which contains all the tables mapped to entities and the sakilaContext.cs file.

**Scaffolding a Database by Filtering Tables**

It is possible to specify the exact tables in a schema to use when scaffolding database and to omit the rest. The command-line examples that follow show the parameters needed for filtering tables. The connection string for this example must include database=sakila.

If you are using a connector version earlier than Connector/.NET 8.0.23, replace MySql.EntityFrameworkCore with MySql.Data.EntityFrameworkCore.

.NET Core CLI:

   dotnet ef dbcontext scaffold "connection-string" MySql.EntityFrameworkCore -o sakila -t actor -t film -f

Package Manager Console in Visual Studio:

   Scaffold-DbContext "connection-string" MySql.EntityFrameworkCore -OutputDir Sakila -Tables actor,film,language -f

**Scaffolding with Multiple Schemas**

When scaffolding a database, you can use more than one schema or database. Note that the account used to connect to the MySQL server must have access to each schema to be included within the context.

The following command-line examples show how to incorporate the sakila and world schemas within a single context. If you are using a connector version earlier than Connector/.NET 8.0.23, replace MySql.EntityFrameworkCore with MySql.Data.EntityFrameworkCore.

.NET Core CLI:

   dotnet ef dbcontext scaffold "connection-string" MySql.EntityFrameworkCore -o sakila --schema sakila --schema world -f

Package Manager Console in Visual Studio:

   Scaffold-DbContext "connection-string" MySql.EntityFrameworkCore -OutputDir Sakila --Schemas sakila,world -f

**4.7.2.3 Configuring Character Sets and Collations in EF Core**

This section describes how to change the character set, collation, or both at the entity and entity-property level in an Entity Framework (EF) Core model. Modifications made to the model affect the tables and columns generated from your code.
There are two distinct approaches available for configuring character sets and collations in code-first scenarios. Data annotation enables you to apply attributes directly to your EF Core model. Alternatively, you can override the `OnModelCreating` method on your derived `DbContext` class and use the code-first fluent API to configure specific characteristics of the model. An example of each approach follows.

For more information about supported character sets and collations, see Character Sets and Collations in MySQL.

### Using Data Annotation

Before you can annotate an EF Core model with character set and collation attributes, add a reference to the following namespace in the file that contains your entity model.

```csharp
using MySql.EntityFrameworkCore.DataAnnotations;
```

Add one or more `[MySqlCharset]` attributes to store data using a variety of character sets and one or more `[MySqlCollation]` attributes to perform comparisons according to a variety of collations. In the following example, the `ComplexKey` class represents an entity (or table) and `Key1`, `Key2`, and `CollationColumn` represent entity properties (or columns).

```csharp
[MySqlCharset("utf8")]
public class ComplexKey
{
    [MySqlCharset("latin1")]
    public string Key1 { get; set; }

    [MySqlCharset("latin1")]
    public string Key2 { get; set; }

    [MySqlCollation("latin1_spanish_ci")]
    public string CollationColumn { get; set; }
}
```

### Using the Code-First Fluent API

Add the following directive to reference the methods related to character set and collation configuration.

```csharp
using MySQL.EntityFrameworkCore.Extensions;
```

When using the fluent API approach, the EF Core model remains unchanged. Fluent API overrides any rule set by an attribute.

```csharp
public class ComplexKey
{
    public string Key1 { get; set; }

    public string Key2 { get; set; }

    public string CollationColumn { get; set; }
}
```
In this example, the entity and various entity properties are reconfigured, including the conventional mappings to character sets and collations. This approach uses the `ForMySQLHasCharset` and `ForMySQLHasCollation` methods.

```csharp
public class MyContext : DbContext
{
    public DbSet<ComplexKey> ComplexKeys { get; set; }

    protected override void OnModelCreating(ModelBuilder modelBuilder)
    {
        modelBuilder.Entity<ComplexKey>(e =>
        {
            e.HasKey(p => new { p.Key1, p.Key2 });
            e.ForMySQLHasCollation("ascii_bin"); // defining collation at Entity level
            e.Property(p => p.Key1).ForMySQLHasCharset("latin1"); // defining charset in a property
            e.Property(p => p.CollationColumnFA).ForMySQLHasCollation("utf8_bin"); // defining collation in a property
        });
    }
}
```

### 4.8 Connector/NET API Reference

This chapter provides a high-level reference to the ADO.NET and .NET Core components that are implemented in the most recent version of Connector/NET. For a complete API listing, visit MySQL Documentation to locate the Connector/NET 8.0 API reference guide that is generated from embedded documentation.

#### 4.8.1 Microsoft.EntityFrameworkCore Namespace

Enables access to .NET Core command-line interface (CLI) tools.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MySQLDbContextOptionsExtensions</td>
<td>Represents the context-option extensions implemented for MySQL.</td>
</tr>
</tbody>
</table>

#### 4.8.2 MySql.Data.EntityFramework Namespace

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BackoffAlgorithm</td>
<td>Represents the base class for backoff algorithms.</td>
</tr>
<tr>
<td>BackoffAlgorithmErr1040</td>
<td>Backoff algorithm customized for the MySQL error code 1040 - Too many connections.</td>
</tr>
<tr>
<td>BackoffAlgorithmErr1205</td>
<td>Backoff algorithm customized for the MySQL error code 1205 - Lock wait timeout exceeded; try restarting transaction.</td>
</tr>
<tr>
<td>BackoffAlgorithmErr1213</td>
<td>Backoff algorithm customized for MySQL error code 1213 - Deadlock found when trying to get lock; try restarting transaction.</td>
</tr>
<tr>
<td>BackoffAlgorithmErr1614</td>
<td>Backoff algorithm for the MySQL error code 1614 - Transaction branch was rolled back: deadlock was detected.</td>
</tr>
<tr>
<td>BackoffAlgorithmErr2006</td>
<td>Backoff algorithm customized for MySQL error code 2006 - MySQL server has gone away.</td>
</tr>
</tbody>
</table>
## Class Description

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BackoffAlgorithmNdb</td>
<td>Backoff algorithm customized for MySQL Cluster (NDB) errors.</td>
</tr>
<tr>
<td>MySqlConnectionFactory</td>
<td>Used for creating connections in Code First 4.3.</td>
</tr>
<tr>
<td>MySqlDependencyResolver</td>
<td>Class used to resolve implementation of services.</td>
</tr>
<tr>
<td>MySqlEFConfiguration</td>
<td>Class used to define the MySQL services used in Entity Framework.</td>
</tr>
<tr>
<td>MySqlExecutionStrategy</td>
<td>Provided an execution strategy tailored for handling MySQL server transient errors.</td>
</tr>
<tr>
<td>MySqlHistoryContext</td>
<td>Class used by code first migrations to read and write migration history from the database.</td>
</tr>
<tr>
<td>MySqlLogger</td>
<td>Provides the logger class for use with Entity Framework.</td>
</tr>
<tr>
<td>MySqlManifestTokenResolver</td>
<td>Represents a service for getting a provider manifest token given a connection.</td>
</tr>
<tr>
<td>MySqlMigrationCodeGenerator</td>
<td>Class used to customized code generation to avoid the dbo. prefix added on table names.</td>
</tr>
<tr>
<td>MySqlMigrationSqlGenerator</td>
<td>Implements the MySQL SQL generator for EF 4.3 data migrations.</td>
</tr>
<tr>
<td>MySqlModelCacheKey</td>
<td>Represents a key value that uniquely identifies an Entity Framework model that has been loaded into memory.</td>
</tr>
<tr>
<td>MySqlProviderFactoryResolver</td>
<td>Represents a service for obtaining the correct MySQL DbProviderFactory from a connection.</td>
</tr>
<tr>
<td>MySqlProviderInvariantName</td>
<td>Defines the MySQL provider name.</td>
</tr>
</tbody>
</table>

## Enumerations

<table>
<thead>
<tr>
<th>Enumeration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OpType</td>
<td>Represents a set of database operations.</td>
</tr>
</tbody>
</table>

## 4.8.3 MySql.Data.MySqlClient Namespace

### Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AuthenticationPluginConfigurationElement</td>
<td>Retrieves the authentication plugin configuration from the configuration file.</td>
</tr>
<tr>
<td>BaseCommandInterceptor</td>
<td>Provides a means of enhancing or replacing SQL commands through the connection string rather than recompiling.</td>
</tr>
<tr>
<td>BaseTableCache</td>
<td>Provides a base class used for the table cache.</td>
</tr>
<tr>
<td>CharacterSet</td>
<td>Specifies a character set.</td>
</tr>
<tr>
<td>GenericConfigurationElementCollection</td>
<td>Retrieves an element collection from the configuration file.</td>
</tr>
<tr>
<td>InterceptorConfigurationElement</td>
<td>Class used in the configuration file to get configuration details for interceptors.</td>
</tr>
<tr>
<td>MySqlBaseConnectionStringBuilder</td>
<td>Abstract class that provides common functionality for connection options that apply for all protocols.</td>
</tr>
<tr>
<td>MySqlBulkLoader</td>
<td>Load many rows into the database.</td>
</tr>
<tr>
<td>Class</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>MySqlClientFactory</td>
<td>Represents the <code>DBProviderFactory</code> implementation for <code>MySqlConnection</code>.</td>
</tr>
<tr>
<td>MySqlClientPermission</td>
<td>Derived from the .NET <code>DBDataPermission</code> class. For usage information, see Section 4.5.16, “Working with Partial Trust / Medium Trust”.</td>
</tr>
<tr>
<td>MySqlClientPermissionAttribute</td>
<td>Associates a security action with a custom security attribute.</td>
</tr>
<tr>
<td>MySqlCommand</td>
<td>Represents an SQL statement to execute against a MySQL database. This class cannot be inherited.</td>
</tr>
<tr>
<td>MySqlCommandBuilder</td>
<td>Automatically generates single-table commands used to reconcile changes made to a data set with the associated MySQL database. This class cannot be inherited.</td>
</tr>
<tr>
<td>MySqlConfiguration</td>
<td>Defines a configuration section that contains the information specific to MySQL.</td>
</tr>
<tr>
<td>MySqlConnection</td>
<td>Represents an open connection to a MySQL Server database. This class cannot be inherited.</td>
</tr>
<tr>
<td>MySqlConnectionStringBuilder</td>
<td>Defines all of the connection string options that can be used.</td>
</tr>
<tr>
<td>MySqlDataAdapter</td>
<td>Represents a set of data commands and a database connection that are used to fill a data set and update a MySQL database. This class cannot be inherited.</td>
</tr>
<tr>
<td>MySqlDataReader</td>
<td>Provides a means of reading a forward-only stream of rows from a MySQL database. This class cannot be inherited.</td>
</tr>
<tr>
<td>MySqlError</td>
<td>Collection of error codes that can be returned by the server.</td>
</tr>
<tr>
<td>MySqlException</td>
<td>The exception that is thrown when MySQL returns an error. This class cannot be inherited.</td>
</tr>
<tr>
<td>MySqlHelper</td>
<td>Helper class that makes it easier to work with the provider.</td>
</tr>
<tr>
<td>MySqlInfoMessageEventArgs</td>
<td>Provides data for the <code>InfoMessage</code> event. This class cannot be inherited.</td>
</tr>
<tr>
<td>MySqlParameter</td>
<td>Represents a parameter to a <code>MySql.Data.MySqlClient.MySqlCommand</code>, and optionally, its mapping to columns in a dataset. This class cannot be inherited.</td>
</tr>
<tr>
<td>MySqlParameterCollection</td>
<td>Represents a collection of parameters relevant to a <code>MySql.Data.MySqlClient.MySqlCommand</code> as well as their respective mappings to columns in a dataset. This class cannot be inherited.</td>
</tr>
<tr>
<td>MySqlProviderServices</td>
<td>The factory for building command definitions.</td>
</tr>
<tr>
<td>MySqlRowUpdatedEventArgs</td>
<td>Provides data for the <code>RowUpdated</code> event. This class cannot be inherited.</td>
</tr>
<tr>
<td>MySqlRowUpdatingEventArgs</td>
<td>Provides data for the <code>RowUpdating</code> event. This class cannot be inherited.</td>
</tr>
<tr>
<td>MySqlSchemaCollection</td>
<td>Contains information about a schema.</td>
</tr>
</tbody>
</table>
### Class

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MySqlSchemaRow</td>
<td>Represents a row within a schema.</td>
</tr>
<tr>
<td>MySqlScript</td>
<td>Provides a class capable of executing an SQL script containing multiple SQL statements including CREATE PROCEDURE statements that require changing the delimiter.</td>
</tr>
<tr>
<td>MySqlScriptErrorEventArgs</td>
<td>Provides an error event argument used in MySqlScript.</td>
</tr>
<tr>
<td>MySqlScriptEventArgs</td>
<td>Provides an event argument used in MySqlScript.</td>
</tr>
<tr>
<td>MySqlScriptServices</td>
<td>Creates the script used to build an Entity Framework model.</td>
</tr>
<tr>
<td>MySqlSecurityPermission</td>
<td>Creates permission sets.</td>
</tr>
<tr>
<td>MySqlTrace</td>
<td>Logs events in a defined listener.</td>
</tr>
<tr>
<td>MySqlTransaction</td>
<td>Represents an SQL transaction to be made in a MySQL database. This class cannot be inherited.</td>
</tr>
<tr>
<td>ReplicationConfigurationElement</td>
<td>Defines a replication configuration element in the configuration file.</td>
</tr>
<tr>
<td>ReplicationServerConfigurationElement</td>
<td>Defines a replication server in the configuration file.</td>
</tr>
<tr>
<td>ReplicationServerGroupConfigurationElement</td>
<td>Defines a replication server group in the configuration file.</td>
</tr>
<tr>
<td>SchemaColumn</td>
<td>Represents a column object within a schema.</td>
</tr>
</tbody>
</table>

### Delegates

<table>
<thead>
<tr>
<th>Delegate</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MySqlInfoMessageEventHandler</td>
<td>Represents the method to handle the InfoMessage event of a MySqlConnection.</td>
</tr>
<tr>
<td>MySqlRowUpdatedEventHandler</td>
<td>Represents the method to handle the RowUpdated event of a MySqlDataAdapter.</td>
</tr>
<tr>
<td>MySqlRowUpdatingEventHandler</td>
<td>Represents the method to handle the RowUpdating event of a MySqlDataAdapter.</td>
</tr>
<tr>
<td>MySqlScriptErrorEventHandler</td>
<td>Represents the method to handle an error in MySqlScript.</td>
</tr>
<tr>
<td>MySqlStatementExecutedEventHandler</td>
<td>Represents the method to be called after the execution of a statement in MySqlScript.</td>
</tr>
</tbody>
</table>

### Enumerations

<table>
<thead>
<tr>
<th>Enumeration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CompressionAlgorithms</td>
<td>Defines the compression algorithms that can be used.</td>
</tr>
<tr>
<td>CompressionType</td>
<td>Defines the type of compression used when data is exchanged between client and server.</td>
</tr>
<tr>
<td>LockContention</td>
<td>Defines waiting options that may be used with row locking options.</td>
</tr>
<tr>
<td>MySqlAuthenticationMode</td>
<td>Specifies the authentication mechanism that should be used.</td>
</tr>
<tr>
<td>MySqlBulkLoaderConflictOption</td>
<td>Defines the action to perform when a conflict is found.</td>
</tr>
</tbody>
</table>
### 4.8.4 MySql.Data.MySqlClient.Authentication Namespace

#### Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MySqlAuthenticationPlugin</td>
<td>Abstract class used to define an authentication plugin.</td>
</tr>
<tr>
<td>MySqlClearPasswordPlugin</td>
<td>Allows connections to a user account set with the <code>mysql_clear_password</code> authentication plugin.</td>
</tr>
<tr>
<td>MySqlNativePasswordPlugin</td>
<td>Implements the <code>mysql_native_password</code> authentication plugin.</td>
</tr>
<tr>
<td>MySqlPemReader</td>
<td>Provides functionality to read, decode, and convert PEM files into objects supported in .NET.</td>
</tr>
</tbody>
</table>

#### Structures

<table>
<thead>
<tr>
<th>Structure</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SecBuffer</td>
<td>Defines a security buffer.</td>
</tr>
<tr>
<td>SecHandle</td>
<td>Defines a security handler.</td>
</tr>
<tr>
<td>SecPkgContext_Sizes</td>
<td>Defines a security package context size.</td>
</tr>
<tr>
<td>SECURITY_HANDLE</td>
<td>Defines a security handler.</td>
</tr>
<tr>
<td>SECURITY_INTEGER</td>
<td>Defines a security integer value.</td>
</tr>
</tbody>
</table>

#### Enumerations

<table>
<thead>
<tr>
<th>Enumeration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SecBufferType</td>
<td>Defines a security buffer type.</td>
</tr>
</tbody>
</table>

### 4.8.5 MySql.Data.MySqlClient.Interceptors Namespace

#### Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BaseExceptionInterceptor</td>
<td>Represents the base class for all user-defined exception interceptors.</td>
</tr>
</tbody>
</table>
4.8.6 MySql.Data.MySqlClient.Memcached Namespace


Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BinaryClient</td>
<td>Implements the memcached binary client protocol.</td>
</tr>
<tr>
<td>Client</td>
<td>Represents an abstract interface to the client memcached protocol.</td>
</tr>
<tr>
<td>MemcachedException</td>
<td>Provides the base class for all memcached exceptions.</td>
</tr>
<tr>
<td>TextClient</td>
<td>Implements the memcached text client protocol.</td>
</tr>
</tbody>
</table>

Enumerations

<table>
<thead>
<tr>
<th>Enumeration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MemcachedFlags</td>
<td>Represents a set of flags used for requesting new connections instances.</td>
</tr>
</tbody>
</table>

4.8.7 MySql.Data.MySqlClient.Replication Namespace


Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ReplicationRoundRobinServerGroup</td>
<td>Class that implements round-robin load balancing.</td>
</tr>
<tr>
<td>ReplicationServer</td>
<td>Represents a server in the replication environment.</td>
</tr>
<tr>
<td>ReplicationServerGroup</td>
<td>Base class used to implement load-balancing features.</td>
</tr>
</tbody>
</table>

4.8.8 MySql.Data.Types Namespace

The MySql.Data.Types namespace contains members for converting MySQL types.

Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MySqlConversionException</td>
<td>Represents exceptions returned during the conversion of MySQL types.</td>
</tr>
</tbody>
</table>

Structures

<table>
<thead>
<tr>
<th>Structure</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MySqlDateTime</td>
<td>Defines operations that apply to MySqlDateTime objects.</td>
</tr>
<tr>
<td>MySqlDecimal</td>
<td>Defines operations that apply to MySqlDecimal objects.</td>
</tr>
</tbody>
</table>
MySql.EntityFrameworkCore Namespace

<table>
<thead>
<tr>
<th>Structure</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MySqlGeometry</td>
<td>Defines operations that apply to MySqlGeometry objects.</td>
</tr>
</tbody>
</table>

### 4.8.9 MySql.EntityFrameworkCore Namespace

Namespaces in this section:

- MySql.EntityFrameworkCore.DataAnnotations Namespace
- MySQL.EntityFrameworkCore.Diagnostics Namespace
- MySql.EntityFrameworkCore.Extensions Namespace
- MySql.EntityFrameworkCore.Infrastructure Namespace
- MySql.EntityFrameworkCore.Infrastructure.Internal Namespace
- MySql.EntityFrameworkCore.Metadata Namespace

#### MySql.EntityFrameworkCore.DataAnnotations Namespace

Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MySqlCharsetAttribute</td>
<td>Establishes the character set of an entity property.</td>
</tr>
<tr>
<td>MySqlCollationAttribute</td>
<td>Sets the collation in an entity property.</td>
</tr>
</tbody>
</table>

#### MySQL.EntityFrameworkCore.Diagnostics Namespace

Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MYSQLEventId</td>
<td>Event IDs for MySQL events that correspond to messages logged to an ILogger and events sent to a DiagnosticSource. The IDs are also used with WarningsConfigurationBuilder to configure the behavior of warnings.</td>
</tr>
</tbody>
</table>

#### MySql.EntityFrameworkCore.Extensions Namespace

Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MYSQLDatabaseFacadeExtensions</td>
<td>MySQL specific extension methods for Database().</td>
</tr>
<tr>
<td>MYSQLDbFunctionsExtensions</td>
<td>Provides CLR methods that get translated to database functions when used in LINQ to Entities queries. The methods on this class are accessed via Functions().</td>
</tr>
<tr>
<td>MYSQLIndexExtensions</td>
<td>Extension methods for IIndex for SQL Server-specific metadata.</td>
</tr>
<tr>
<td>MYSQLMigrationBuilderExtensions</td>
<td>MySQL specific extension methods for MigrationBuilder.</td>
</tr>
</tbody>
</table>
### MySql.Web Namespace

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MySQLModelExtensions</td>
<td>Extension methods for IModel for SQL Server-specific metadata.</td>
</tr>
<tr>
<td>MySQLPropertyBuilderExtensions</td>
<td>Represents the implementation of MySQL property-builder extensions used in Fluent API.</td>
</tr>
<tr>
<td>MySQLPropertyExtensions</td>
<td>Extension methods for IProperty for MySQL Server-specific metadata.</td>
</tr>
<tr>
<td>MySQLServiceCollectionExtensions</td>
<td>MySQL extension class for IServiceCollection.</td>
</tr>
</tbody>
</table>

### MySql.EntityFrameworkCore.Infrastructure Namespace

**Classes**

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MySQLDbContextOptionsBuilder</td>
<td>Represents the RelationalDbContextOptionsBuilder type implemented for MySQL.</td>
</tr>
</tbody>
</table>

### MySql.EntityFrameworkCore.Infrastructure.Internal Namespace

**Classes**

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MySQLOptionsExtension</td>
<td>Represents the RelationalOptionsExtension type implemented for MySQL.</td>
</tr>
</tbody>
</table>

### MySql.EntityFrameworkCore.Metadata Namespace

**Enumerations**

<table>
<thead>
<tr>
<th>Enumeration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MySQLValueGenerationStrategy</td>
<td>An internal enumeration that supports the Entity Framework Core infrastructure.</td>
</tr>
</tbody>
</table>

### 4.8.10 MySql.Web Namespace

The MySql.Web namespace includes a set of subordinate namespaces that represent the features managed by various MySQL providers and available for use within ASP.NET applications.

Namespaces in this section:

- MySql.Web.Personalization Namespace
- MySql.Web.Profile Namespace
- MySql.Web.SessionState Namespace
- MySql.Web.SiteMap Namespace
### MySql.Web Namespace

#### MySql.Web.Common Namespace

**Classes**

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SchemaManager</td>
<td>Manages schema-related operations.</td>
</tr>
</tbody>
</table>

#### MySql.Web.Personalization Namespace

**Classes**

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MySqlPersonalizationProvider</td>
<td>Implements a personalization provider enabling the use of web parts at ASP.NET websites.</td>
</tr>
</tbody>
</table>

#### MySql.Web.Profile Namespace

**Classes**

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MySQLProfileProvider</td>
<td>Implements a profile provider for the MySQL database.</td>
</tr>
</tbody>
</table>


**Classes**

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MySQLMembershipProvider</td>
<td>Manages storage of membership information for an ASP.NET application in a MySQL database.</td>
</tr>
<tr>
<td>MySQLRoleProvider</td>
<td>Manages storage of role membership information for an ASP.NET application in a MySQL database.</td>
</tr>
<tr>
<td>MySqlSimpleMembershipProvider</td>
<td>Provides support for website membership tasks, such as creating accounts, deleting accounts, and managing passwords.</td>
</tr>
<tr>
<td>MySqlSimpleRoleProvider</td>
<td>Provides basic role-management functionality.</td>
</tr>
<tr>
<td>MySqlWebSecurity</td>
<td>Provides security and authentication features for ASP.NET Web Pages applications, including the ability to create user accounts, log users in and out, reset or change passwords, and perform related tasks.</td>
</tr>
</tbody>
</table>

#### MySql.Web.SessionState Namespace

**Classes**

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MySqlSessionStateStore</td>
<td>Enables ASP.NET applications to store and manage session state information in a MySQL database. Expired session data is periodically deleted from the database.</td>
</tr>
</tbody>
</table>

#### MySql.Web.SiteMap Namespace
Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MySqlSiteMapProvider</td>
<td>Implements a site-map provider for the MySQL database.</td>
</tr>
</tbody>
</table>

4.9 Connector/NET Support

The developers of MySQL Connector/NET greatly value the input of our users in the software development process. If you find Connector/NET lacking some feature important to you, or if you discover a bug and need to file a bug report, please use the instructions in How to Report Bugs or Problems.

4.9.1 Connector/NET Community Support

- Community support for MySQL Connector/NET can be found through the forums at http://forums.mysql.com.
- Paid support is available from Oracle. Additional information is available at http://dev.mysql.com/support/.

4.9.2 How to Report Connector/NET Problems or Bugs

If you encounter difficulties or problems with MySQL Connector/NET, contact the Connector/NET community, as explained in Section 4.9.1, “Connector/NET Community Support”.

First try to execute the same SQL statements and commands from the mysql client program. This helps you determine whether the error is in Connector/NET or MySQL.

If reporting a problem, ideally include the following information with the email:

- Operating system and version.
- Connector/NET version.
- MySQL server version.
- Copies of error messages or other unexpected output.
- Simple reproducible sample.

Remember that the more information you can supply to us, the more likely it is that we can fix the problem.

If you believe the problem to be a bug, then you must report the bug through http://bugs.mysql.com/.
Chapter 5 MySQL Connector/ODBC Developer Guide

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MySQL Connector/ODBC is the driver that enables ODBC applications to communicate with MySQL servers.

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

For legal information, see the Legal Notices.

For help with using MySQL, please visit the MySQL Forums, where you can discuss your issues with other MySQL users.
Licensing information. This product may include third-party software, used under license. If you are using a Commercial release of MySQL Connector/ODBC, 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/ODBC, see this document for licensing information, including licensing information relating to third-party software that may be included in this Community release.

5.1 Introduction to MySQL Connector/ODBC

The MySQL Connector/ODBC is the name for the family of MySQL ODBC drivers (previously called MyODBC drivers) that provide access to a MySQL database using the industry standard Open Database Connectivity (ODBC) API. This reference covers Connector/ODBC 8.0, which includes the functionality of the Unicode driver and the ANSI driver.

MySQL Connector/ODBC provides both driver-manager based and native interfaces to the MySQL database, with full support for MySQL functionality, including stored procedures, transactions and full Unicode compliance.

For more information on the ODBC API standard and how to use it, refer to http://support.microsoft.com/kb/110093.

The application development section of the ODBC API reference assumes a good working knowledge of C, general DBMS, and a familiarity with MySQL. For more information about MySQL functionality and its syntax, refer to https://dev.mysql.com/doc/.

Typically, you need to install Connector/ODBC only on Windows machines. For Unix and macOS, you can use the native MySQL network or named pipes to communicate with your MySQL database. You may need Connector/ODBC for Unix or macOS if you have an application that requires an ODBC interface to communicate with the database. Applications that require ODBC to communicate with MySQL include ColdFusion, Microsoft Office, and Filemaker Pro.

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

Key Connector/ODBC topics include:

- Installing Connector/ODBC: Section 5.4, “Connector/ODBC Installation”.
- The configuration options: Section 5.5.2, “Connector/ODBC Connection Parameters”.
- An example that connects to a MySQL database from a Windows host: Section 5.6.2, “Step-by-step Guide to Connecting to a MySQL Database through Connector/ODBC”.
- An example that uses Microsoft Access as an interface to a MySQL database: Section 5.6.4, “Using Connector/ODBC with Microsoft Access”.
- General tips and notes, including how to obtain the last auto-increment ID: Section 5.8.1, “Connector/ODBC General Functionality”.
- Application-specific usage tips and notes: Section 5.8.2, “Connector/ODBC Application-Specific Tips”.
- A FAQ (Frequently Asked Questions) list: Section 5.8.4, “Connector/ODBC Errors and Resolutions (FAQ)”.
- Additional Connector/ODBC support options: Section 5.9, “Connector/ODBC Support”.

5.2 Connector/ODBC Versions

These are the versions of Connector/ODBC that are currently available:
• Connector/ODBC 8.0: adds MySQL Server 8.0 support, including caching_sha2_password and the related GET_SERVER_PUBLIC_KEY connection attribute. For additional details, see the Connector/ODBC 8.0 release notes. Connector/ODBC 8.0: is the recommended version.

• Connector/ODBC 5.3: functions with MySQL Server versions between 4.1 and 5.7. It does not work with 4.0 or earlier releases, and does not support all MySQL 8 features. It conforms to the ODBC 3.8 specification and contains key ODBC 3.8 features including self-identification as a ODBC 3.8 driver, streaming of output parameters (supported for binary types only), and support of the SQL_ATTR_RESET_CONNECTION connection attribute (for the Unicode driver only). Connector/ODBC 5.3 also introduces a GTK+-based setup library, providing GUI DSN setup dialog on some Unix-based systems. The library is currently included in the Oracle Linux 6 and Debian 6 binary packages. Other new features in the 5.3 series include file DSN and bookmark support; see the release notes for the 5.3 series for details.

Connector/ODBC 5.3.11 added caching_sha2_password support by adding the GET_SERVER_PUBLIC_KEY connection attribute.

• Connector/ODBC 5.2: upgrades the ANSI driver of Connector/ODBC 3.51 to the 5.x code base. It also includes new features, such as enabling server-side prepared statements by default. At installation time, you can choose the Unicode driver for the broadest compatibility with data sources using various character sets, or the ANSI driver for optimal performance with a more limited range of character sets. It works with MySQL versions 4.1.1 and higher.

• Connector/ODBC 5.1: is a partial rewrite of the of the 3.51 code base, and is designed to work with MySQL versions 4.1.1 and newer.

Connector/ODBC 5.1: also includes the following changes and improvements over the 3.51 release:

• Improved support on Windows 64-bit platforms.

• Full Unicode support at the driver level. This includes support for the SQL_WCHAR data type, and support for Unicode login, password and DSN configurations. For more information, see Microsoft Knowledgebase Article #716246.

• Support for the SQL_NUMERIC_STRUCT data type, which provides easier access to the precise definition of numeric values. For more information, see Microsoft Knowledgebase Article #714556.

• Native Windows setup library. This replaces the Qt library based interface for configuring DSN information within the ODBC Data Sources application.

• Support for the ODBC descriptor, which improves the handling and metadata of columns and parameter data. For more information, see Microsoft Knowledgebase Article #716339.

• Connector/ODBC 3.51, also known as the MySQL ODBC 3.51 driver, is a 32-bit ODBC driver. Connector/ODBC 3.51 has support for ODBC 3.5x specification level 1 (complete core API + level 2 features) to continue to provide all functionality of ODBC for accessing MySQL.

The manual for versions of Connector/ODBC older than 5.3 can be located in the corresponding binary or source distribution.

---

**Note**

Versions of Connector/ODBC earlier than the 3.51 revision were not fully compliant with the ODBC specification.

---

**Note**

From this section onward, the primary focus of this guide is the Connector/ODBC 5.3 driver.
5.3 General Information About ODBC and Connector/ODBC

ODBC (Open Database Connectivity) provides a way for client programs to access a wide range of databases or data sources. ODBC is a standardized API that enables connections to SQL database servers. It was developed according to the specifications of the SQL Access Group and defines a set of function calls, error codes, and data types that can be used to develop database-independent applications. ODBC is usually used when database independence or simultaneous access to different data sources is required.

For more information about ODBC, refer to http://support.microsoft.com/kb/110093.

Open Database Connectivity (ODBC) is a widely accepted application-programming interface (API) for database access. It is based on the Call-Level Interface (CLI) specifications from X/Open and ISO/IEC for database APIs and uses Structured Query Language (SQL) as its database access language.

A survey of ODBC functions supported by Connector/ODBC is given at Section 5.7.1, “Connector/ODBC API Reference”. For general information about ODBC, see http://support.microsoft.com/kb/110093.

5.3.1 Connector/ODBC Architecture

The Connector/ODBC architecture is based on five components, as shown in the following diagram:

**Figure 5.1 Connector/ODBC Architecture Components**

- **Application:**

  The Application uses the ODBC API to access the data from the MySQL server. The ODBC API in turn communicates with the Driver Manager. The Application communicates with the Driver Manager using the standard ODBC calls. The Application does not care where the data is stored, how it is
stored, or even how the system is configured to access the data. It needs to know only the Data Source Name (DSN).

A number of tasks are common to all applications, no matter how they use ODBC. These tasks are:

- Selecting the MySQL server and connecting to it.
- Submitting SQL statements for execution.
- Retrieving results (if any).
- Processing errors.
- Committing or rolling back the transaction enclosing the SQL statement.
- Disconnecting from the MySQL server.

Because most data access work is done with SQL, the primary tasks for applications that use ODBC are submitting SQL statements and retrieving any results generated by those statements.

- **Driver manager:**

  The Driver Manager is a library that manages communication between application and driver or drivers. It performs the following tasks:

  - Resolves Data Source Names (DSN). The DSN is a configuration string that identifies a given database driver, database, database host and optionally authentication information that enables an ODBC application to connect to a database using a standardized reference.

    Because the database connectivity information is identified by the DSN, any ODBC-compliant application can connect to the data source using the same DSN reference. This eliminates the need to separately configure each application that needs access to a given database; instead you instruct the application to use a pre-configured DSN.

  - Loading and unloading of the driver required to access a specific database as defined within the DSN. For example, if you have configured a DSN that connects to a MySQL database then the driver manager will load the Connector/ODBC driver to enable the ODBC API to communicate with the MySQL host.

  - Processes ODBC function calls or passes them to the driver for processing.

- **Connector/ODBC Driver:**

  The Connector/ODBC driver is a library that implements the functions supported by the ODBC API. It processes ODBC function calls, submits SQL requests to MySQL server, and returns results back to the application. If necessary, the driver modifies an application's request so that the request conforms to syntax supported by MySQL.

- **DSN Configuration:**

  The ODBC configuration file stores the driver and database information required to connect to the server. It is used by the Driver Manager to determine which driver to be loaded according to the definition in the DSN. The driver uses this to read connection parameters based on the DSN specified. For more information, Section 5.5, “Configuring Connector/ODBC”.

- **MySQL Server:**

  The MySQL database where the information is stored. The database is used as the source of the data (during queries) and the destination for data (during inserts and updates).
5.3.2 ODBC Driver Managers

An ODBC Driver Manager is a library that manages communication between the ODBC-aware application and any drivers. Its main functionality includes:

- Resolving Data Source Names (DSN).
- Driver loading and unloading.
- Processing ODBC function calls or passing them to the driver.

Most ODBC Driver Manager implementations also include an administration application that makes the configuration of DSN and drivers easier. Examples and information on ODBC Driver Managers for different operating systems are listed below:

- Windows: Microsoft Windows ODBC Driver Manager (odbc32.dll). It is included in the Windows operating system. See http://support.microsoft.com/kb/110093 for more information.

- macOS: ODBC Administrator is a GUI application for macOS. It provides a simplified configuration mechanism for the iODBC Driver Manager. You can configure DSN and driver information either through ODBC Administrator or through the iODBC configuration files. This also means that you can test ODBC Administrator configurations using the iodbctest command. See http://support.apple.com/kb/DL895 for more information.

- Unix:
  - unixODBC Driver Manager for Unix (libodbc.so). See http://www.unixodbc.org, for more information.
  - iODBC Driver Manager for Unix (libiodbc.so). See http://www.iodbc.org, for more information.

5.4 Connector/ODBC Installation

This section explains where to download Connector/ODBC, and how to run the installer, copy the files manually, or build from source.

Where to Get Connector/ODBC

You can get a copy of the latest version of Connector/ODBC binaries and sources from our website at https://dev.mysql.com/downloads//connector/odbc/.

Choosing Binary or Source Installation Method

You can install the Connector/ODBC drivers using two different methods:

- The **binary installation** is the easiest and most straightforward method of installation. You receive all the necessary libraries and other files pre-built, with an installer program or batch script to perform all necessary copying and configuration.

- The **source installation** method is intended for platforms where a binary installation package is not available, or in situations where you want to customize or modify the installation process or Connector/ODBC drivers before installation.

If a binary distribution is not available for a particular platform, and you build the driver from the original source code.

Connector/ODBC binary distributions include an **INFO_BIN** file that describes the environment and configuration options used to build the distribution. If you installed Connector/ODBC from a binary distribution and experience build-related issues on a platform, it may help to check the settings that were used to build the distribution on that platform. Binary and source distributions include an **INFO_SRC** file that provides information about the product version and the source repository from which the distribution was produced. This information was added in Connector/ODBC 8.0.14.
Supported Platforms

Connector/ODBC can be used on all major platforms supported by MySQL according to https://www.mysql.com/en/support/supportedplatforms/database.html. This includes Windows, most Unix-like operation systems, and macOS.

Note
On all non-Windows platforms except macOS, the driver is built against unixODBC and is expecting a 2-byte SQLWCHAR, not 4 bytes as iODBC is using. For this reason, the binaries are only compatible with unixODBC; recompile the driver against iODBC to use them together. For further information, see Section 5.3.2, “ODBC Driver Managers”.

For further instructions, consult the documentation corresponding to the platform where you are installing and whether you are running a binary installer or building from source:

<table>
<thead>
<tr>
<th>Platform</th>
<th>Binary Installer</th>
<th>Build from Source</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windows</td>
<td>Installation Instructions</td>
<td>Build Instructions</td>
</tr>
<tr>
<td>Unix/Linux</td>
<td>Installation Instructions</td>
<td>Build Instructions</td>
</tr>
<tr>
<td>macOS</td>
<td>Installation Instructions</td>
<td>Build Instructions</td>
</tr>
</tbody>
</table>

Choosing Unicode or ANSI Driver

Connector/ODBC offers the flexibility to handle data using any character set through its Unicode-enabled driver, or the maximum raw speed for a more limited range of character sets through its ANSI driver. Both kinds of drivers are provided in the same download package, and are both installed onto your systems by the installation program or script that comes with the download package. Users who install Connector/ODBC and register it to the ODBC manager manually can choose to install and register either one or both of the drivers; the different drivers are identified by a w (for “wide characters”) for the Unicode driver and a for the ANSI driver at the end of the library names. For example, myodbc8w.dll versus myodbc8a.dll, or libmyodbc8w.so versus libmyodbc8a.so.

Note
Related: The previously described file names contain an “8”, such as myodbc8a.dll, which means they are for Connector/ODBC 8.x. File names with a “5”, such as myodbc5a.dll, are for Connector/ODBC 5.x.

5.4.1 Installing Connector/ODBC on Windows

Before installing the Connector/ODBC drivers on Windows:

• Make sure your Microsoft Data Access Components (MDAC) are up to date. You can obtain the latest version from the Microsoft Data Access and Storage website.

• Make sure the Visual C++ Redistributable for Visual Studio is installed.

• Connector/ODBC 8.0.14 or higher: VC++ Runtime 2015 or VC++ Runtime 2017

• Connector/ODBC 8.0.11 to 8.0.13: VC++ Runtime 2015

• Connector/ODBC 5.3: VC++ Runtime 2013

Use the version of the package that matches the system type of your Connector/ODBC driver: use the 64-bit version (marked by “x64” in the package's title and filename) if you are running a 64-bit driver, and use the 32-bit version (marked by “x86” in the package’s title and filename) if you are running a 32-bit driver.
Installing Connector/ODBC on Windows

- OpenSSL is a required dependency. The MSI package bundles OpenSSL libraries used by Connector/ODBC while the Zip Archive does not and requires that you install OpenSSL on the system.

There are different distribution types to use when installing for Windows. The software that is installed is identical in each case, only the installation method is different.

- **MySQL Installer (recommended):** The general MySQL Installer application for Windows can install, upgrade, configure, and manage most MySQL products, including Connector/ODBC. Download it from [http://dev.mysql.com/downloads/windows/installer/](http://dev.mysql.com/downloads/windows/installer/) and see the MySQL Installer documentation for additional details. This is not a Connector/ODBC specific installer.


- **Zip Archive:** Contains DLL files that must be manually installed. See Section 5.4.1.1, “Installing the Windows Connector/ODBC Driver Using the Zipped DLL Package” for additional details.

**Note**

An OLEDB/ODBC driver for Windows 64-bit is available from Microsoft Downloads.

### 5.4.1.1 Installing the Windows Connector/ODBC Driver Using the Zipped DLL Package

If you have downloaded the zipped DLL package:

1. Unzip the installation files.
2. Run the included batch file to perform an installation to the default locations.
3. Alternatively, install the individual files required for Connector/ODBC operation manually.

**Note**

The following instructions only work for 32-bit Windows systems. If you have a 64-bit Windows system, use the MSI installer, which installs both the 32-bit and 64-bit drivers to the correct locations.

To install using the **batch file**:

1. Unzip the Connector/ODBC zipped DLL package.
2. Open a command prompt.
3. Change to the directory created when you unzipped the Connector/ODBC zipped DLL package.
4. Run `install.bat`:

   ```bash
   C:\> install.bat
   ```

   This copies the necessary files into the default location, and then registers the Connector/ODBC driver with the Windows ODBC manager.

**Note**

Changing or adding a new DSN (data source name) may be accomplished using either the GUI, or from the command-line using `myodbc-installer.exe`.

Although Oracle recommends installing these files in the standard location, you can also copy the files by hand to an alternative location - for example, to run or test different versions of the Connector/ODBC driver on the same machine. To **copy the files** to a location of your choice, use the following steps:
1. Unzip the Connector/ODBC zipped DLL package.

2. Open a command prompt.

3. Change to the directory created when you unzipped the Connector/ODBC zipped DLL package.

4. Copy the library files to a suitable directory. The default location is the default Windows system directory `\Windows\System32`:

   For Connector/ODBC 8.x:
   ```
   C:\> copy lib\myodbc8S.dll \Windows\System32
   C:\> copy lib\myodbc8S.lib \Windows\System32
   If installing the Unicode-enabled driver:
   C:\> copy lib\myodbc8w.dll \Windows\System32
   C:\> copy lib\myodbc8w.lib \Windows\System32
   If installing the ANSI driver:
   C:\> copy lib\myodbc8a.dll \Windows\System32
   C:\> copy lib\myodbc8a.lib \Windows\System32
   ```

   For Connector/ODBC 5.x:
   ```
   C:\> copy lib\myodbc5S.dll \Windows\System32
   C:\> copy lib\myodbc5S.lib \Windows\System32
   If installing the Unicode-enabled driver:
   C:\> copy lib\myodbc5w.dll \Windows\System32
   C:\> copy lib\myodbc5w.lib \Windows\System32
   If installing the ANSI driver:
   C:\> copy lib\myodbc5a.dll \Windows\System32
   C:\> copy lib\myodbc5a.lib \Windows\System32
   ```

5. Copy the Connector/ODBC tools. These must be placed in a directory that is in the system `%PATH%`. The default is to install these into the Windows system directory `\Windows\System32`:

   ```
   C:\> copy bin\myodbc-installer.exe \Windows\System32
   ```

6. Optionally, copy the help files. For these files to be accessible through the help system, they must be installed in the Windows system directory:

   ```
   C:\> copy doc\*.hlp \Windows\System32
   ```

7. Finally, register the Connector/ODBC driver with the ODBC manager:

   For Connector/ODBC 8.x:
   ```
   For Unicode-enabled driver:
   C:\> myodbc-installer -a -d -n "MySQL ODBC 8.0 Driver" \
       -t "DRIVER=myodbc8w.dll;SETUP=myodbc8S.dll"
   For ANSI driver:
   C:\> myodbc-installer -a -d -n "MySQL ODBC 8.0 Driver" \
       -t "DRIVER=myodbc8a.dll;SETUP=myodbc8S.dll"
   ```

   For Connector/ODBC 5.3:
   ```
   For Unicode-enabled driver:
   C:\> myodbc-installer -a -d -n "MySQL ODBC 5.3 Driver" \
       -t "DRIVER=myodbc5w.dll;SETUP=myodbc5S.dll"
   For ANSI driver:
   C:\> myodbc-installer -a -d -n "MySQL ODBC 5.3 Driver" \
       -t "DRIVER=myodbc5a.dll;SETUP=myodbc5S.dll"
   ```

   If you installed these files into a non-default location, change the references to the DLL files and command location in the above statement.
5.4.2 Installing Connector/ODBC on Unix-like Systems

There are three methods available for installing Connector/ODBC on a Unix-like system from a binary distribution. For most Unix environments, you will use the tarball distribution. For Linux systems, RPM distributions are available, through the MySQL Yum repository (for some platforms) or direct download.

Prerequisites

- unixODBC 2.2.12 or later.
- OpenSSL.

5.4.2.1 Installing Connector/ODBC Using the MySQL Yum Repository

The MySQL Yum repository for Oracle Linux, Red Hat Enterprise Linux, CentOS, and Fedora provides Connector/ODBC RPM packages using the MySQL Yum repository. You must have the MySQL Yum repository on your system's repository list (see Adding the MySQL Yum Repository for details). Make sure your Yum repository setup is up-to-date by running:

```
shell> su root
shell> yum update mysql-community-release
```

You can then install Connector/ODBC by the following command:

```
shell> yum install mysql-connector-odbc
```

See Installing Additional MySQL Products and Components with Yum for more details.

5.4.2.2 Installing Connector/ODBC from a Binary Tarball Distribution

To install the driver from a tarball distribution (.tar.gz file), download the latest version of the driver for your operating system and follow these steps, substituting the appropriate file and directory names based on the package you download (some of the steps below might require superuser privileges):

1. Extract the archive:

   ```
   shell> gunzip mysql-connector-odbc-8.0.24-i686-pc-linux.tar.gz
   shell> tar xvf mysql-connector-odbc-8.0.24-i686-pc-linux.tar
   ```

2. The extra directory contains two subdirectories, `lib` and `bin`. Copy their contents to the proper locations on your system (we use `/usr/local/bin` and `/usr/local/lib` in this example; replace them with the destinations of your choice):

   ```
   shell> cp bin/* /usr/local/bin
   shell> cp lib/* /usr/local/lib
   ```

   The last command copies both the Connector/ODBC ANSI and the Unicode drivers from `lib` into `/usr/local/lib`; if you do not need both, you can just copy the one you want. See Choosing Unicode or ANSI Driver for details.

3. Finally, register the driver version of your choice (the ANSI version, the Unicode version, or both) with your system's ODBC manager (for example, iODBC or unixodbc) using the `myodbc-installer` tool that was included in the package under the `bin` subdirectory (and is now under the `/usr/local/bin` directory, if the last step was followed); for example, this registers the Unicode driver with the ODBC manager:

   For Connector/ODBC 8.0:

   ```
   // Registers the Unicode driver:
   shell> myodbc-installer -a -d -n "MySQL ODBC 8.0 Driver" -t "Driver=/usr/local/lib/libmyodbc8w.so"
   // Registers the ANSI driver
   shell> myodbc-installer -a -d -n "MySQL ODBC 8.0" -t "Driver=/usr/local/lib/libmyodbc8a.so"
   ```

   For Connector/ODBC 5.3:
// Registers the Unicode driver:
shell> myodbc-installer -a -d -n "MySQL ODBC 5.3 Driver" -t "Driver=/usr/local/lib/libmyodbc5w.so"

// Registers the ANSI driver
shell> myodbc-installer -a -d -n "MySQL ODBC 5.3" -t "Driver=/usr/local/lib/libmyodbc5a.so"

4. Verify that the driver is installed and registered using the ODBC manager, or the myodbc-installer utility:

shell> myodbc-installer -d -l

Next, see Section 5.5.5, “Configuring a Connector/ODBC DSN on Unix” on how to configure a DSN for Connector/ODBC.

5.4.2.3 Installing Connector/ODBC from a DEB Distribution

Connector/ODBC Debian packages (.deb files) are available (as of v8.0.20) for Debian or Debian-like Linux systems from the Connector/ODBC downloads page. The two package types are:

- **mysql-connector-odbc**: This driver package installs MySQL ODBC driver libraries and the installer tool. It installs these files:

  ${LibDir}/odbc/libmyodbc8a.so
  ${LibDir}/odbc/libmyodbc8w.so
  ${BinDir}/myodbc-installer
  ${DocDir}/mysql-connector-odbc/*

  Prerequisites: it depends on the unixODBC libraries (libodbc, libodbccinst).

  It installs and registers both the Unicode (MySQL ODBC 8.0 Unicode Driver) and ANSI (MySQL ODBC 8.0 ANSI Driver) drivers.

  This driver package does not conflict with the official Debian package libmyodbc. It is possible to install/uninstall/use both packages independently.

- **mysql-connector-odbc-setup**: This setup package provides the GUI configuration widget library. It installs these files:

  ${LibDir}/odbc/libmyodbc8S.so
  ${DocDir}/mysql-connector-odbc-setup/*

  The installation process registers the setup library for ODBC drivers with the ODBC manager.

The ${LibDir}, ${BinDir}, ${DocDir} locations used above should be the standard locations where DEB packages install libraries/executables/documentation. The library location contains architecture component, and here are example locations:

/usr/lib/x86_64-linux-gnu/odbc/libmyodbc8a.so
/usr/lib/x86_64-linux-gnu/odbc/libmyodbc8w.so
/usr/lib/x86_64-linux-gnu/odbc/libmyodbc8S.so
/usr/bin/myodbc-installer
/usr/share/doc/mysql-connector-odbc/*
/usr/share/doc/mysql-connector-odbc-setup/*

5.4.2.4 Installing Connector/ODBC from an RPM Distribution

To install or upgrade Connector/ODBC from an RPM distribution on Linux, simply download the RPM distribution of the latest version of Connector/ODBC and follow the instructions below. Use `su root` to become root, then install the RPM file.

If you are installing for the first time:

shell> su root
shell> rpm -ivh mysql-connector-odbc-8.0.24.i686.rpm

If the driver exists, upgrade it like this:
Installing Connector/ODBC on macOS

shell> su root
shell> rpm -Uvh mysql-connector-odbc-8.0.24.i686.rpm

If there is any dependency error for MySQL client library, \texttt{libmysqlclient}, simply ignore it by supplying the \texttt{--nodeps} option, and then make sure the MySQL client shared library is in the path or set through \texttt{LD_LIBRARY_PATH}.

This installs the driver libraries and related documents to \texttt{/usr/local/lib} and \texttt{/usr/share/doc/MyODBC}, respectively. See Section 5.5.5, “Configuring a Connector/ODBC DSN on Unix” for the post-installation configuration steps.

To uninstall the driver, become \texttt{root} and execute an \texttt{rpm} command:

shell> su root
shell> rpm -e mysql-connector-odbc

5.4.3 Installing Connector/ODBC on macOS

macOS is based on the FreeBSD operating system, and you can normally use the MySQL network port for connecting to MySQL servers on other hosts. Installing the Connector/ODBC driver lets you connect to MySQL databases on any platform through the ODBC interface. If your application requires an ODBC interface, install the Connector/ODBC driver.

On macOS, the ODBC Administrator, based on the \texttt{iODBC} manager, provides easy administration of ODBC drivers and configuration, allowing the updates of the underlying \texttt{iODBC} configuration files through a GUI tool. The tool is included in macOS v10.5 and earlier; users of later versions of macOS need to download it from http://www.iodbc.org/dataspace/doc/iodbc/wiki/iodbcWiki/Downloads and install it manually.

OpenSSL is a required dependency. The macOS installation binaries bundle OpenSSL, while the compressed tar archives do not and require that you install OpenSSL on your system before the installation process.

There are two ways to install Connector/ODBC on macOS. You can use either the package provided in a compressed tar archive that you manually install, or use a compressed disk image (\texttt{.dmg}) file, which includes an installer.

To install using the compressed tar archive (some of the steps below might require superuser privileges):

1. Download the compressed tar archive.

2. Extract the archive:

   shell> tar xvzf mysql-connector-odbc-x.y.z-osx10.z-x86-(32|64)bit.tar.gz

3. The directory created contains two subdirectories, \texttt{lib} and \texttt{bin}. Copy these to a suitable location such as \texttt{/usr/local}:

   shell> cp bin/* /usr/local/bin
   shell> cp lib/* /usr/local/lib

4. Finally, register the driver with \texttt{iODBC} using the \texttt{myodbc-installer} tool that was included in the package:

   For Connector/ODBC 8.0:

   shell> myodbc-installer -a -d -n "MySQL ODBC 8.0 Driver" -t "Driver=/usr/local/lib/libmyodbc8w.so"

   For Connector/ODBC 5.3:

   shell> myodbc-installer -a -d -n "MySQL ODBC 5.3 Driver" -t "Driver=/usr/local/lib/libmyodbc5w.so"

To install using the a compressed disk image (\texttt{.dmg}) file:
Building Connector/ODBC from a Source Distribution on Windows

**Important**

iODBC 3.52.12 or later must be installed on the macOS system before you can install Connector/ODBC using a compressed disk image. See Section 5.4.3, “Installing Connector/ODBC on macOS” [308].

1. Download the disk image.
2. Double click the disk image to open it. You see the Connector/ODBC installer inside.
3. Double click the Connector/ODBC installer, and you will be guided through the rest of the installation process. You need superuser privileges to finish the installation.

To verify the installed drivers, either use the ODBC Administrator application or the **myodbc-installer** utility:

```
shell> myodbc-installer -d -l
```

### 5.4.4 Building Connector/ODBC from a Source Distribution on Windows

You only need to build Connector/ODBC from source on Windows to modify the source or installation location. If you are unsure whether to install from source, please use the binary installation detailed in Section 5.4.1, “Installing Connector/ODBC on Windows”.

Building Connector/ODBC from source on Windows requires a number of different tools and packages:

- A suitable C++ compiler, such as Microsoft Visual C++ or the C++ compiler included with Microsoft Visual Studio 2015 or later. Compiling Connector/ODBC 5.3 can use VS 2013.
- **CMake**.
- The MySQL client library and include files from MySQL 8.0 or higher for Connector/ODBC 8.0, or MySQL 5.7 for Connector/ODBC 5.3. This is required because Connector/ODBC uses calls and structures that do not exist in older versions of the library. To get the client library and include files, visit [https://dev.mysql.com/downloads/](https://dev.mysql.com/downloads/).

**Build Steps**

Set the environment variables for the Visual Studio toolchain. Visual Studio includes a batch file to set these for you, and installs a **Start** menu shortcut that opens a command prompt with these variables set.

Set **MYSQL_DIR** to the MySQL server installation path, while using the short-style file names. For example:

```
C:\> set MYSQL_DIR=C:\PROGRA~1\MySQL\MYSQLS~1.0
```

Build Connector/ODBC using the **cmake** command-line tool by executing the following from the source root directory (in a command prompt window):

```
C:\> cmake -G "Visual Studio 12 2013"
```

This produces a project file that you can open with Visual Studio, or build from the command line with either of the following commands:

```
C:\> devenv.com MySQL_Connector_ODBC.sln /build Release
```

While building Connector/ODBC from source, dynamic linking with the MySQL client library is selected by default—that is, the **MYSQLCLIENT_STATIC_LINKING cmake** option is **FALSE** by default (however, the binary distributions of Connector/ODBC from Oracle are linked statically to the client library). If you want to link statically to the MySQL client library, set the **MYSQLCLIENT_STATIC_LINKING** option to **TRUE**, and use the **MYSQLCLIENT_LIB_NAME** option to supply the client library's name for static linking:
Also use the `MYSQLCLIENT_LIB_NAME` option to link dynamically to a MySQL client library other than `libmysql.dll`. `cmake` looks for the client library under the location specified by the `MYSQL_LIB_DIR` option; if the option is not specified, `cmake` looks under the default locations inside the folder specified by the `MYSQL_DIR` option.

Since Connector/ODBC 8.0.11, use `BUNDLE_DEPENDENCIES` to install external library runtime dependencies, such as OpenSSL, together with the connector. For dependencies inherited from the MySQL client library, this only works if these dependencies are bundled with the client library itself.

`INFO_SRC`: this file provides information about the product version and the source repository from which the distribution was produced. Was added in Connector/ODBC 8.0.14.

Optionally link Connector/ODBC statically (equivalent to the `/MT` compiler option in Visual Studio) or dynamically (equivalent to the `/MD` compiler option in Visual Studio) to the Visual C++ runtime. The default option is to link dynamically; if you want to link statically, set the option `STATIC_MSVCRT:BOOL=TRUE`, that is:

```
C:\> cmake -G "Visual Studio 12 2013" -DSTATIC_MSVCRT:BOOL=TRUE
```

The `STATIC_MSVCRT` option and the `MYSQLCLIENT_STATIC_LINKING` option are independent of each other; that is, you can link Connector/ODBC dynamically to the Visual C++ runtime while linking statically to the MySQL client library, and vice versa. However, if you link Connector/ODBC dynamically to the Visual C++ runtime, you also need to link to a MySQL client library that is itself linked dynamically to the Visual C++ runtime; and similarly, linking Connector/ODBC statically to the Visual C++ runtime requires linking to a MySQL client library that is itself linked statically to the Visual C++ runtime.

To compile a debug build, set the `cmake` build type so that the correct versions of the MySQL client libraries are used; also, because the MySQL C client library built by Oracle is `not` built with the debug options, when linking to it while building Connector/ODBC in debug mode, use the `WITH_NODEFAULTLIB` option to tell `cmake` to ignore the default non-debug C++ runtime:

```
C:\> cmake -G "Visual Studio 14 2015" -DWITH_DEBUG=1  -DWITH_NODEFAULTLIB=libcmt
```

Create the debug build then with this command:

```
C:\> devenv.com MySQL_Connector_ODBC.sln /build Debug
```

Upon completion, the executables are in the `bin/` and `lib/` subdirectories.

See Section 5.4.1.1, “Installing the Windows Connector/ODBC Driver Using the Zipped DLL Package” on how to complete the installation by copying the binary files to the right locations and registering Connector/ODBC with the ODBC manager.

### 5.4.5 Building Connector/ODBC from a Source Distribution on Unix

You need the following tools to build MySQL from source on Unix:

- A working ANSI C++ compiler. GCC 4.2.1 or later, Sun Studio 12.1 or later, and many current vendor-supplied compilers are known to work.
- CMake.
- MySQL client libraries and include files. To get the client libraries and include files, visit [https://dev.mysql.com/downloads/](https://dev.mysql.com/downloads/).
- A compatible ODBC manager must be installed. Connector/ODBC is known to work with the ioDBC and unixODBC managers. See Section 5.3.2, “ODBC Driver Managers” for more information.
- If you are using a character set that is not compiled into the MySQL client library, install the MySQL character definitions from the `charsets` directory into `SHAREDIR` (by default, `/usr/local/`).
mysql/share/mysql/charsets). These should be in place if you have installed the MySQL server on the same machine. See Character Sets, Collations, Unicode for more information on character set support.

Once you have all the required files, unpack the source files to a separate directory, then run cmake with the following command:

```
shell> cmake -G "Unix Makefiles"
```

Typical cmake Parameters and Options

You might need to help cmake find the MySQL headers and libraries by setting the environment variables MYSQL_INCLUDE_DIR, MYSQL_LIB_DIR, and MYSQL_DIR to the appropriate locations; for example:

```
shell> export MYSQL_INCLUDE_DIR=/usr/local/mysql/include
shell> export MYSQL_LIB_DIR=/usr/local/mysql/lib
shell> export MYSQL_DIR=/usr/local/mysql
```

When you run cmake, you might add options to the command line. Here are some examples:

- `-DODBC_INCLUDES=dir_name`: Use when the ODBC include directory is not found within the system $PATH.

- `-DODBC_LIB_DIR=dir_name`: Use when the ODBC library directory is not found within the system $PATH.

- `-DWITH_UNIXODBC=1`: Enables unixODBC support. iODBC is the default ODBC library used when building Connector/ODBC from source on Linux platforms. Alternatively, unixODBC may be used by setting this option to “1”.

- `-DMYSQLCLIENT_STATIC_LINKING=boolean`: Link statically to the MySQL client library. Dynamic linking with the MySQL client library is selected by default—that is, the MYSQLCLIENT_STATIC_LINKING cmake option is FALSE by default (however, the binary distributions of Connector/ODBC from Oracle are linked statically to the client library). If you want to link statically to the MySQL client library, set the option to TRUE. See also the description for the -DMYSQLCLIENT_LIB_NAME=client_lib_name_with_extension option.

- `-DBUNDLE_DEPENDENCIES=boolean`: Enable to install external library runtime dependencies, such as OpenSSL, together with the connector. For dependencies inherited from the MySQL client library, this only works if these dependencies are bundled with the client library itself. Option added in v8.0.11.

- `-DMYSQLCLIENT_LIB_NAME=client_lib_name_with_extension`: Location of the MySQL client library. See the description for MYSQLCLIENT_STATIC_LINKING. To link statically to the MySQL client library, use this option to supply the client library’s name for static linking. Also use this option if you want to link dynamically to a MySQL client library other than libmysqlclient.so. cmake looks for the client library under the location specified by the environment variable MYSQL_LIB_DIR; if the variable is not specified, cmake looks under the default locations inside the folder specified by the environment variable MYSQL_DIR.

- `-DMYSQL_CONFIG_EXECUTABLE=/path/to/mysql_config`: Specifies location of the utility mysql_config, which is used to fetch values of the variables MYSQL_INCLUDE_DIR, MYSQL_LIB_DIR, MYSQL_LINK_FLAGS, and MYSQL_CXXFLAGS. Values fetched by mysql_config are overridden by values provided directly to cmake as parameters.

- `-DMYSQL_EXTRA_LIBRARY=dependencies`: When linking the MySQL client library statically (-DMYSQLCLIENT_STATIC_LINKING=ON) and when setting MYSQL_LIB_DIR and MYSQL_INCLUDE_DIR (so that the mysql_config is not used to detect settings), use this to define a list of dependencies required by the client library.

- `-DMYSQL_LINK_FLAGS=MySQL link flags`
• `-DMYSQL_CXXFLAGS=MySQL C++ linkage flags`

• `-DMYSQL_CXX_LINKAGE=1`: Enables C++ linkage to MySQL client library. By default, 
  `MYSQL_CXX_LINKAGE` is enabled for MySQL 5.6.4 or later. For MySQL 5.6.3 and earlier, this option 
  must be set explicitly to 1.

### Build Steps for Unix

To build the driver libraries, execute `make`:

```
shell> make
```

If any errors occur, correct them and continue with the build process. If you are not able to finish the 
build, see Section 5.9.1, “Connector/ODBC Community Support”.

### Installing Driver Libraries

To install the driver libraries, execute the following command:

```
shell> make install
```

For more information on build process, refer to the `BUILD` file that comes with the source distribution.

### Testing Connector/ODBC on Unix

Some tests for Connector/ODBC are provided in the distribution with the libraries that you built. To run 
the tests:

1. Make sure you have an `odbc.ini` file in place, by which you can configure your DSN entries. 
   A sample `odbc.ini` file is generated by the build process under the `test` folder. Set the 
environment variable `ODBCINI` to the location of your `odbc.ini` file.

2. Set up a test DSN in your `odbc.ini` file (see Section 5.5.5, “Configuring a Connector/ODBC DSN 
on Unix” for details ). A sample DSN entry, which you can use for your tests, can be found in the 
sample `odbc.ini` file.

3. Set the environment variable `TEST_DSN` to the name of your test DSN.

4. Set the environment variable `TEST_UID` and perhaps also `TEST_PASSWORD` to the user name 
   and password for the tests, if needed. By default, the tests use “root” as the user and do not enter 
a password; if you want the tests to use another user name or password, set `TEST_UID` and 
`TEST_PASSWORD` accordingly.

5. Make sure that your MySQL server is running.

6. Run the following command:

   ```
   shell> make test
   ```

### 5.4.6 Building Connector/ODBC from a Source Distribution on macOS

To build Connector/ODBC from source on macOS, follow the same instructions given for Section 5.4.5, 
“Building Connector/ODBC from a Source Distribution on Unix”. Notice that `iODBC` is the default ODBC 
library used when building Connector/ODBC on macOS from source. Alternatively, `unixODBC` may be 
used by setting the option `-DWITH_UNIXODBC=1`.

### 5.4.7 Installing Connector/ODBC from the Development Source Tree

**Caution**

This section is only for users who are interested in helping us test our new code. 
To just get MySQL Connector/ODBC up and running on your system, use a 
standard release distribution.
The Connector/ODBC code repository uses Git. To check out the latest source code, visit GitHub: https://github.com/mysql/mysql-connector-odbc To clone the Git repository to your machine, use this command

```bash
git clone https://github.com/mysql/mysql-connector-odbc.git
```

You should now have a copy of the entire Connector/ODBC source tree in the directory `mysql-connector-odbc`. To build and then install the driver libraries from this source tree on Unix or Linux, use the same steps outlined in Section 5.4.5, “Building Connector/ODBC from a Source Distribution on Unix”.

On Windows, make use of Windows Makefiles `WIN-Makefile` and `WIN-Makefile_debug` in building the driver. For more information, see Section 5.4.4, “Building Connector/ODBC from a Source Distribution on Windows”.

After the initial checkout operation to get the source tree, run `git pull` periodically to update your source according to the latest version.

### 5.5 Configuring Connector/ODBC

Before you connect to a MySQL database using the Connector/ODBC driver, you configure an ODBC Data Source Name (DSN). The DSN associates the various configuration parameters required to communicate with a database to a specific name. You use the DSN in an application to communicate with the database, rather than specifying individual parameters within the application itself. DSN information can be user-specific, system-specific, or provided in a special file. ODBC data source names are configured in different ways, depending on your platform and ODBC driver.

#### 5.5.1 Overview of Connector/ODBC Data Source Names

A Data Source Name associates the configuration parameters for communicating with a specific database. Generally, a DSN consists of the following parameters:

- Name
- Host Name
- Database Name
- Login
- Password

In addition, different ODBC drivers, including Connector/ODBC, may accept additional driver-specific options and parameters.

There are three types of DSN:

- A **System DSN** is a global DSN definition that is available to any user and application on a particular system. A System DSN can normally only be configured by a systems administrator, or by a user who has specific permissions that let them create System DSNs.

- A **User DSN** is specific to an individual user, and can be used to store database connectivity information that the user regularly uses.

- A **File DSN** uses a simple file to define the DSN configuration. File DSNs can be shared between users and machines and are therefore more practical when installing or deploying DSN information as part of an application across many machines.

DSN information is stored in different locations depending on your platform and environment.

#### 5.5.2 Connector/ODBC Connection Parameters

You can specify the parameters in the following tables for Connector/ODBC when configuring a DSN:
Users on Windows can use the ODBC Data Source Administrator to set these parameters; see Section 5.5.3, “Configuring a Connector/ODBC DSN on Windows” on how to do that, and see Table 5.1, “Connector/ODBC DSN Configuration Options” for information on the options and the fields and check boxes they correspond to on the graphical user interface of the ODBC Data Source Administrator. On Unix and macOS, use the parameter name and value as the keyword/value pair in the DSN configuration. Alternatively, you can set these parameters within the InConnectionString argument in the SQLDriverConnect() call.

Table 5.1 Connector/ODBC DSN Configuration Options

<table>
<thead>
<tr>
<th>Parameter</th>
<th>GUI Option</th>
<th>Default Value</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>user</td>
<td>User</td>
<td>ODBC</td>
<td>The user name used to connect to MySQL.</td>
</tr>
<tr>
<td>uid</td>
<td>User</td>
<td>ODBC</td>
<td>Synonymous with user. Added in 3.51.16.</td>
</tr>
<tr>
<td>server</td>
<td>TCP/IP Server</td>
<td>localhost</td>
<td>The host name of the MySQL server.</td>
</tr>
<tr>
<td>database</td>
<td>Database</td>
<td>-</td>
<td>The default database.</td>
</tr>
<tr>
<td>option</td>
<td>-</td>
<td>0</td>
<td>Options that specify how Connector/ODBC works. See &quot;Connector/ODBC Option Parameters&quot; and Table 5.4, &quot;Recommended Connector/ODBC Option Values for Different Configurations&quot;.</td>
</tr>
<tr>
<td>port</td>
<td>Port</td>
<td>3306</td>
<td>The TCP/IP port to use if server is not localhost.</td>
</tr>
<tr>
<td>initstmt</td>
<td>Initial Statement</td>
<td>-</td>
<td>Initial statement. A statement to execute when connecting. In version 3.51 the parameter is called stmt. The driver supports the initial statement being executed only at the time of the initial connection.</td>
</tr>
<tr>
<td>password</td>
<td>Password</td>
<td>-</td>
<td>The password for the user account on server.</td>
</tr>
<tr>
<td>pwd</td>
<td>Password</td>
<td>-</td>
<td>Synonymous with password. Added in 3.51.16.</td>
</tr>
<tr>
<td>socket</td>
<td>-</td>
<td>-</td>
<td>The Unix socket file or Windows named pipe to connect to if server is localhost.</td>
</tr>
<tr>
<td>sslca</td>
<td>SSL Certificate</td>
<td>-</td>
<td>The path to a file with a list of trust SSL CAs. Added in 3.51.16.</td>
</tr>
<tr>
<td>sslcapath</td>
<td>SSL CA Path</td>
<td>-</td>
<td>The path to a directory that contains trusted SSL CA certificates in PEM format. Added in 3.51.16.</td>
</tr>
<tr>
<td>sslcert</td>
<td>SSL Certificate</td>
<td>-</td>
<td>The name of the SSL certificate file to use for establishing a secure connection. Added in 3.51.16.</td>
</tr>
<tr>
<td>sslcipher</td>
<td>SSL Cipher</td>
<td>-</td>
<td>The list of permissible ciphers for SSL encryption. The cipher list has the same format as the openssl ciphers command. Added in 3.51.16.</td>
</tr>
<tr>
<td>sslkey</td>
<td>SSL Key</td>
<td>-</td>
<td>The name of the SSL key file to use for establishing a secure connection. Added in 3.51.16.</td>
</tr>
<tr>
<td>rsakey</td>
<td>RSA Public Key</td>
<td>-</td>
<td>The full-path name of the PEM file that contains the RSA public key for using the SHA256 authentication plugin of MySQL. Added in 5.3.4.</td>
</tr>
<tr>
<td>sslverify</td>
<td>Verify SSL</td>
<td>0</td>
<td>If set to 1, the SSL certificate will be verified when used for a connection. If not set, then the default behavior is to ignore SSL certificate verification.</td>
</tr>
</tbody>
</table>

Note
The option is deprecated since Connector/ODBC 5.3.7. It is preferable to use the SSLMD parameter instead.

<p>| charset     | Character Set | -             | The character set to use for the connection. Added in 3.51.17. |
| readtimeout | -            | -             | The timeout in seconds for attempts to read from the server. Uses this timeout value and there are retries if necessary. |</p>
<table>
<thead>
<tr>
<th>Parameter</th>
<th>GUI Option</th>
<th>Default Value</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>write_timeout</strong></td>
<td>-</td>
<td>-</td>
<td>The timeout in seconds for attempts to write to the server. The value uses this timeout value and there are net_retry_count retries if necessary, so the total effective timeout value is net_retry_count times the option value. This option works only for TCP/IP connections, and only for Windows prior to MySQL 5.1.12. Corresponds to the MYSQL_OPT_WRITE_TIMEOUT option of the MySQL Client Library. Added in 3.51.27.</td>
</tr>
<tr>
<td><strong>interactive</strong></td>
<td>Interactive Client</td>
<td>0</td>
<td>If set to 1, the CLIENT_INTERACTIVE option of mysql_real_connect() is enabled. Added in 5.1.7.</td>
</tr>
<tr>
<td><strong>prefetch</strong></td>
<td>Prefetch from server by _ rows at a time</td>
<td>0</td>
<td>When set to a non-zero value N, causes all queries to return N rows at a time rather than the entire result set at once. The net_retry_count retries increase the effective timeout value to net_retry_count times the option value. This option works only with forward-only cursors. It can be used in combination with the option parameter NO_CACHE. Its behavior is undefined: the prefetching might or might not occur.</td>
</tr>
<tr>
<td><strong>no_ssps</strong></td>
<td>-</td>
<td>0</td>
<td>In Connector/ODBC 5.2 and after, by default, server-side prepared statements are used. When this option is set to a non-zero value, prepared statements are emulated on the client side, which is the same behavior as in 5.1 and 3.51. Added in 5.2.0.</td>
</tr>
<tr>
<td><strong>can_handleExpired Password</strong></td>
<td>Can Handle Expired Password</td>
<td>0</td>
<td>Indicates that the application can deal with an expired password, which is signalled by an SQL state of 08004 (&quot;Server rejected the connection&quot;) and a native error code ER_MUST_CHANGE_PASSWORD_LOGIN (1862). The connection is &quot;sandboxed&quot;, and can do nothing beyond issuing a SET PASSWORD statement. To establish a connection in this case, your application must either use the initstmt connection option to set a new password at the start, or issue a SET PASSWORD statement immediately after connecting. Once the expired password is reset, the restrictions on the connection are lifted. See ALTER USER Statement for details about password expiration for MySQL server accounts. Added in 5.2.4.</td>
</tr>
<tr>
<td><strong>ENABLE_CLEARTEXT</strong></td>
<td>Enable Cleartext Authentication</td>
<td>0</td>
<td>Set to 1 to enable cleartext authentication. Added in 5.1.13 and 5.2.5.</td>
</tr>
<tr>
<td><strong>ENABLE_LOCAL_INFILE</strong></td>
<td>Enable LOAD DATA operations</td>
<td>0</td>
<td>A connection string, DSN, and GUI option. Set enable to enable LOAD DATA operations. This toggles the MYSQL_OPT_LOCAL_INFILE mysql_options() option. If the string overrides the DSN value if both are set. Added in 5.3.12 and 8.0.14.</td>
</tr>
<tr>
<td><strong>LOAD_DATA_LOCAL_DIR</strong></td>
<td>Restrict LOAD DATA operations</td>
<td>A connection string, DSN, and GUI option. Set LOAD_DATA_LOCAL_DIR to a specific directory, such as LOAD_DATA_LOCAL_DIR=\tmp, to restrict uploading files to a specific path. This sets the MYSQL_OPT_LOAD_DATA_LOCAL_DIR mysql_options() option. If the connection string overrides the DSN value if both are set. Added in 8.0.22.</td>
<td></td>
</tr>
<tr>
<td><strong>GET_SERVER_PUBLIC_KEY</strong></td>
<td>Get Server Public Key</td>
<td>0</td>
<td>When connecting to accounts that use caching_sha2_password authentication over non-secure connection (TLS disabled), Connector/ODBC requests the RSA public key required to perform SSL handshake. This public key is stored in the server's x509 certificate file. Added in 5.2.4.</td>
</tr>
</tbody>
</table>
**Connector/ODBC Connection Parameters**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>GUI Option</th>
<th>Default Value</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>from the server. The option is ignored if the authentication mechanism used for the connection is different from <code>caching_sha2_password</code> and corresponds to the <code>MYSQL_OPT_GET_SERVER_PUBLIC_KEY</code> MySQL <code>mysql_options()</code> C API function. The value is a boolean. The option is added in Connector/ODBC versions 8.0.11 and requires Connector/ODBC built using OpenSSL-based MySQL client library. If MySQL client library used by Connector/ODBC was built with YaSSL, as is the case for GPL distributions of Connector/ODBC 5.3, the option does not function and is ignored.</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>NO_TLS_1_Disable TLS 1.0</th>
<th>0</th>
<th>Disallows the use of TLS 1.0 for connection encryption. All versions of TLS are allowed by default, and this option excludes version 1.0 from being used. Added in 5.3.7.</th>
</tr>
</thead>
<tbody>
<tr>
<td>NO_TLS_1_Disable TLS 1.1</td>
<td>0</td>
<td>Disallows the use of TLS 1.1 for connection encryption. All versions of TLS are allowed by default, and this option excludes version 1.1 from being used. Added in 5.3.7.</td>
</tr>
<tr>
<td>NO_TLS_1_Disable TLS 1.2</td>
<td>0</td>
<td>Disallows the use of TLS 1.2 for connection encryption. All versions of TLS are allowed by default, and this option excludes version 1.2 from being used. Added in 5.3.7.</td>
</tr>
<tr>
<td>SSL_ENFORCE_Disable SSL</td>
<td>0</td>
<td>Enforce the requirement to use SSL for connections to server. See Table 5.2, “Combined Effects of SSL_ENFORCE and DISABLE_SSL_DEFAULT”. Added in 5.3.6.</td>
</tr>
<tr>
<td>SSL_MODE_Disable default SSL</td>
<td>0</td>
<td>Disable the default requirement to use SSL for connections to server. When set to “0” [default], Connector/ODBC tries to connect using SSL first, and falls back to unencrypted connection if it is not possible to establish an SSL connection. When set to “1,” Connection with SSL is attempted, and unencrypted connection is used, unless SSL_ENFORCE is also set to “1.” See Table 5.2, “Combined Effects of SSL_ENFORCE and DISABLE_SSL_DEFAULT”. Added in 5.3.6.</td>
</tr>
<tr>
<td>SSL_MODE_SSL Mode</td>
<td>-</td>
<td>Sets the SSL mode of the server connection. The option can be set to any of the following values: <code>DISABLED</code>, <code>PREFERRED</code>, <code>REQUIRED</code>, <code>VERIFY_CA</code>, or <code>VERIFY_IDENTITY</code>. See description for the <code>--ssl-mode</code> command-line option in the MySQL 8.0 Reference Manual for the meaning of each option value. If SSL_MODE is not explicitly set, use of the <code>sslca</code> or <code>sslapath</code> options implies <code>SSL_MODE=VERIFY_CA</code>. Added in 5.3.7. This option overrides the deprecated SSL_ENFORCE option.</td>
</tr>
</tbody>
</table>
Note

The SSL configuration parameters can also be automatically loaded from a `my.ini` or `my.cnf` file. See Using Option Files.

Table 5.2 Combined Effects of SSL_ENFORCE and DISABLE_SSL_DEFAULT

<table>
<thead>
<tr>
<th>SSL_ENFORCE</th>
<th>DISABLE_SSL_DEFAULT = 0</th>
<th>DISABLE_SSL_DEFAULT = 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>(Default) Connection with SSL is attempted first; if not possible, fall back to unencrypted connection.</td>
<td>Connection with SSL is not attempted; use unencrypted connection.</td>
</tr>
<tr>
<td>1</td>
<td>Connect with SSL; throw an error if an SSL connection cannot be established.</td>
<td>Connect with SSL; throw an error if an SSL connection cannot be established. DISABLE_SSL_DEFAULT=1 is overridden.</td>
</tr>
</tbody>
</table>

The behavior of Connector/ODBC can be also modified by using special option parameters listed in Table 5.3, “Connector/ODBC Option Parameters”, specified in the connection string or through the GUI dialog box. All of the connection parameters also have their own numeric constant values, which can be added up as a combined value for the option parameter for specifying those options. However, the numerical option value in the connection string can only enable, but not disable parameters enabled on the DSN, which can only be overridden by specifying the option parameters using their text names in the connection string.

Note

While the combined numerical value for the option parameter can be easily constructed by addition of the options' constant values, decomposing the value to verify if particular options are enabled can be difficult. We recommend using the options' parameter names instead in the connection string, because they are self-explanatory.

Table 5.3 Connector/ODBC Option Parameters

<table>
<thead>
<tr>
<th>Parameter Name</th>
<th>GUI Option</th>
<th>Constant Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FOUND_ROWS</td>
<td>Return matched rows instead of affected rows</td>
<td>2</td>
<td>The client cannot handle when MySQL returns the true value of affected rows. If this flag is set, MySQL returns &quot;found rows&quot; instead. You must have MySQL 3.21.14 or newer for this to work.</td>
</tr>
<tr>
<td>BIG_PACKETS</td>
<td>Allow big result set</td>
<td>8</td>
<td>Do not set any packet limit for results and bind parameters. Without this option, parameter binding will be truncated to 255 characters.</td>
</tr>
<tr>
<td>NO_PROMPT</td>
<td>Don’t prompt when connecting</td>
<td>16</td>
<td>Do not prompt for questions even if driver would like to prompt.</td>
</tr>
<tr>
<td>DYNAMIC_CURSOR</td>
<td>Enable Dynamic Cursors</td>
<td>32</td>
<td>Enable or disable the dynamic cursor support.</td>
</tr>
<tr>
<td>NO_SCHEMA</td>
<td>Ignore schema in column specifications</td>
<td>64</td>
<td>Ignore use of <code>db_name.tbl_name.col_name</code>. When <code>NO_CATALOG</code> was removed, <code>NO_SCHEMA</code> was removed instead.</td>
</tr>
<tr>
<td>NO_DEFAULT_CURSOR</td>
<td>Disable driver-provided cursor support</td>
<td>128</td>
<td>Force use of ODBC manager cursors (experimental).</td>
</tr>
<tr>
<td>NO_LOCALE</td>
<td>Don’t use setlocale()</td>
<td>256</td>
<td>Disable the use of setlocale().</td>
</tr>
</tbody>
</table>

317
<table>
<thead>
<tr>
<th>Parameter Name</th>
<th>GUI Option</th>
<th>Constant Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PAD_SPACE</td>
<td>Pad CHAR to full length with space</td>
<td>512</td>
<td>Pad CHAR columns to full length with space</td>
</tr>
<tr>
<td>FULL_COLUMN_NAMES</td>
<td>Include table name in SQLDescribeCol()</td>
<td>1024</td>
<td>SQLDescribeCol() returns fully-qualified column names.</td>
</tr>
<tr>
<td>COMPRESSED_PROTO</td>
<td>Use compression</td>
<td>2048</td>
<td>Use the compressed client/server protocol.</td>
</tr>
<tr>
<td>IGNORE_SPACE</td>
<td>Ignore space after function names</td>
<td>4096</td>
<td>Tell server to ignore space after function names and before “(” (needed by PowerBuilder). This makes all function names keywords.</td>
</tr>
<tr>
<td>NAMED_PIPE</td>
<td>Named Pipe</td>
<td>8192</td>
<td>Connect with named pipes to a mysqld server running on NT.</td>
</tr>
<tr>
<td>NO_BIGINT</td>
<td>Treat BIGINT columns as INT columns</td>
<td>16384</td>
<td>Change BIGINT columns to INT columns (some applications cannot handle BIGINT).</td>
</tr>
<tr>
<td>NO_CATALOG</td>
<td>Disable catalog support</td>
<td>32768</td>
<td>Forces results from catalogs as SQLTables, driver to report them</td>
</tr>
<tr>
<td>USE_MYCNF</td>
<td>Read options from my.cnf</td>
<td>65536</td>
<td>Read parameters from [client] and [odbc] groups</td>
</tr>
<tr>
<td>SAFE</td>
<td>Enable safe options</td>
<td>131072</td>
<td>Add some extra safety checks.</td>
</tr>
<tr>
<td>NO_TRANSACTIONS</td>
<td>Disable transaction support</td>
<td>262144</td>
<td>Disable transactions</td>
</tr>
<tr>
<td>LOG_QUERY</td>
<td>Log queries to %TEMP% /myodbc.sql</td>
<td>524288</td>
<td>Enable query logging to c:\myodbc.sql. (Enabled only in debug mode.)</td>
</tr>
<tr>
<td>NO_CACHE</td>
<td>Don’t cache results of forward-only cursors</td>
<td>1048576</td>
<td>Do not cache the result of the query, instead read from server directly. (mysql_use_result()) for forward-only cursors is important in cases where you do not want the driver to cache the result set.</td>
</tr>
<tr>
<td>FORWARD_CURSOR</td>
<td>Force use of forward-only cursors</td>
<td>2097152</td>
<td>Force the use of forward-only cursors in cases where you do not want the driver to use noncache result sets.</td>
</tr>
<tr>
<td>AUTO_RECONNECT</td>
<td>Enable automatic reconnect</td>
<td>4194304</td>
<td>Enables auto-reconnection of connections, may cause corruption in sensitive environments.</td>
</tr>
<tr>
<td>AUTO_IS_NULL</td>
<td>Enable SQL_AUTO_IS_NULL</td>
<td>8388608</td>
<td>When AUTO_IS_NULL is set, the driver does not change the default value of SQL_AUTO_IS_NULL, leaving it at 1, so you get the MySQL default, not the SQL standard behavior.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>When AUTO_IS_NULL is not set, the driver changes the default value of SQL_AUTO_IS_NULL to 0 after connecting.</td>
</tr>
</tbody>
</table>


### Connector/ODBC Connection Parameters

<table>
<thead>
<tr>
<th>Parameter Name</th>
<th>GUI Option</th>
<th>Constant Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>so you get the SQL standard, not the MySQL default behavior.</strong> Thus, omitting the flag disables the compatibility option and forces SQL standard behavior. See IS NULL. Added in 3.51.13.</td>
<td>ZERO_DATE_TO_MIN</td>
<td>Return SQL_NULL_DATA for zero date</td>
<td>Translates zero date to minimum date XXXX-01-01. Some statements will not work because the date returned and the minimum ODBC date value are incompatible. Added in 3.51.17.</td>
</tr>
<tr>
<td><strong>Bind minimal date as zero date</strong></td>
<td>MIN_DATE_TO_ZERO</td>
<td>Bind minimal date as zero date</td>
<td>Translates the minimum ODBC date value (XXXX-01-01) to the zero date format supported by MySQL (XXXX-00-00). This resolves an issue where some statements will not work because the date returned and the minimum ODBC date value are incompatible. Added in 3.51.17.</td>
</tr>
<tr>
<td><strong>Ignore data overflow error</strong></td>
<td>NO_DATE_OVERFLOW</td>
<td>Ignore data overflow error</td>
<td>Continue with the query execution rather then return error if the time portion is missing. The server will ignore the time component and the result is the same as if they were zeros. Added in 5.3.8.</td>
</tr>
<tr>
<td><strong>Allow multiple statements</strong></td>
<td>MULTI_STATEMENTS</td>
<td>Allow multiple statements</td>
<td>Enables support for batched statements. Added in 3.51.18.</td>
</tr>
<tr>
<td><strong>Limit column size to signed 32-bit range</strong></td>
<td>COLUMN_SIZE_S32</td>
<td>Limit column size to signed 32-bit range</td>
<td>Limits the column size to a signed 32-bit value to prevent problems with larger column sizes in applications that do not support them. This option is automatically enabled when working with ADO applications. Added in 3.51.22.</td>
</tr>
<tr>
<td><strong>Always handle binary function results as character data</strong></td>
<td>NO_BINARY_RESULT</td>
<td>Always handle binary function results as character data</td>
<td>When set, the server will treat columns as character data rather than binary data. Added in 3.51.26.</td>
</tr>
<tr>
<td><strong>Bind BIGINT parameters as strings</strong></td>
<td>DFLT_BIGINT_BIND_STR</td>
<td>Bind BIGINT parameters as strings</td>
<td>Causes BIGINT columns to be treated as strings. Microsoft Access treats BIGINT as a string on linked tables. The value is read correctly, but bound as a string. This option is used automatically if the driver is used by Microsoft Access.</td>
</tr>
<tr>
<td><strong>Don't use INFORMATION_SCHEMA for metadata</strong></td>
<td>NO_INFORMATION_SCHEMA</td>
<td>Don't use INFORMATION_SCHEMA for metadata</td>
<td>Tells catalog functions not to use INFORMATION_SCHEMA, but rather use legacy algorithms. The trade-off here is usually speed for information quality. Using INFORMATION_SCHEMA is often slow, but the information obtained is more complete. Added in 5.1.7.</td>
</tr>
</tbody>
</table>

Table 5.4, “Recommended Connector/ODBC Option Values for Different Configurations” shows some recommended parameter settings and their corresponding option values for various configurations:
<table>
<thead>
<tr>
<th>Configuration</th>
<th>Settings</th>
<th>Option Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Microsoft</td>
<td>Access, Visual Basic</td>
<td>FOUND_ROWS=1;</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Access (with improved DELETE queries)</td>
<td>FOUND_ROWS=1;DYNAMIC_CURSOR=1;</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>SQL Server</td>
<td>COLUMN_SIZE_S32=1;</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Large tables with too many rows</td>
<td>COMPRESSED_PROTO=1;</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Large tables with no-cache results</td>
<td>NO_CACHE=1;FORWARD_CURSOR=1;</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Applicable applications that run full-table &quot;SELECT * FROM ...&quot; query,</td>
<td>PREFETCH=N</td>
</tr>
<tr>
<td></td>
<td>but read only a small number (N) of rows</td>
<td></td>
</tr>
</tbody>
</table>

Table 5.4 Recommended Connector/ODBC Option Values for Different Configurations
5.5.3 Configuring a Connector/ODBC DSN on Windows

To add or configure a Connector/ODBC 5.x or 8.x DSN on Windows, use either the ODBC Data Source Administrator GUI, or the command-line tool myodbc-installer.exe that comes with Connector/ODBC.

5.5.3.1 Configuring a Connector/ODBC DSN on Windows with the ODBC Data Source Administrator GUI

The ODBC Data Source Administrator on Windows lets you create DSNs, check driver installation, and configure ODBC functions such as tracing (used for debugging) and connection pooling. The following are steps for creating and configuring a DSN with the ODBC Data Source Administrator:

1. Open the ODBC Data Source Administrator.

Different editions and versions of Windows store the ODBC Data Source Administrator in different locations. For instructions on opening the ODBC Data Source Administrator, see the documentation for you Windows version; these instructions from Microsoft cover some popular Windows platforms. You should see a window similar to the following when you open the ODBC Data Source Administrator:

![ODBC Data Source Administrator Dialog](image)

2. To create a System DSN (which will be available to all users), select the System DSN tab. To create a User DSN, which will be available only to the current user, click the Add... button to open the “Create New Data Source” dialog.

3. From the “Create New Data Source” dialog, select the MySQL ODBC 5.x ANSI or Unicode Driver, then click Finish to open its connection parameters dialog.
4. You now need to configure the specific fields for the DSN you are creating through the Connection Parameters dialog.

**Figure 5.4 Data Source Configuration Connection Parameters Dialog**

In the Data Source Name box, enter the name of the data source to access. It can be any valid name that you choose.

**Tip**

To identify whether a DSN was created using the 32-bit or the 64-bit driver, include the driver being used within the DSN identifier. This will help you to identify the right DSN to use with applications such as Excel that are only compatible with the 32-bit driver. For example, you might add Using32bitCODBC to the DSN identifier for the 32-bit interface and Using64bitCODBC for those using the 64-bit Connector/ODBC driver.
5. In the **Description** box, enter some text to help identify the connection.

6. In the **Server** field, enter the name of the MySQL server host to access. By default, it is `localhost`.

7. In the **User** field, enter the user name to use for this connection.

8. In the **Password** field, enter the corresponding password for this connection.

9. The **Database** pop-up should be automatically populated with the list of databases that the user has permissions to access.

10. To communicate over a different TCP/IP port than the default (3306), change the value of the **Port**.

11. Click **OK** to save the DSN.

To verify the connection using the parameters you have entered, click the **Test** button. If the connection can be made successfully, you will be notified with a **Connection Successful** dialog; otherwise, you will be notified with a **Connection Failed** dialog.

You can configure a number of options for a specific DSN by clicking the **Details** button.
Toggling the **Details** button opens (or closes) an additional tabbed display where you set additional options that include the following:

- **Connections**, **Metadata**, and **Cursors/Results** enable you to select the additional flags for the DSN connection. For more information on these flags, see Section 5.5.2, “Connector/ODBC Connection Parameters”.

### Note

For the Unicode version of Connector/ODBC, due to its native Unicode support, you do not need to specify the initial character set to be used with your connection. However, for the ANSI version, if you want to use a multibyte character set such as UTF-16 or UTF-32 initially, specify it in **Character Set** box; however, that is not necessary for using UTF-8 or UTF-8-MB4 initially, because they do not contain \0 bytes in any characters, and therefore the ANSI driver will not truncate the strings by accident when finding \0 bytes.
• **Debug** lets you turn on ODBC debugging to record the queries you execute through the DSN to the `myodbc.sql` file. For more information, see Section 5.5.8, “Getting an ODBC Trace File”.

• **SSL** configures the additional options required for using the Secure Sockets Layer (SSL) when communicating with MySQL server.

Figure 5.6 Connector/ODBC Connect Options Dialog: SSL Options

You must also enable and configure SSL on the MySQL server with suitable certificates to communicate using it using SSL.

### 5.5.3.2 Configuring a Connector/ODBC DSN on Windows, Using the Command Line

Use `myodbc-installer.exe` when configuring Connector/ODBC from the command-line.

Execute `myodbc-installer.exe` without arguments to view a list of available options.

### 5.5.3.3 Troubleshooting ODBC Connection Problems

This section answers Connector/ODBC connection-related questions.

• **While configuring a Connector/ODBC DSN, a Could Not Load Translator or Setup Library error occurs**

For more information, refer to MS KnowledgeBase Article(Q260558). Also, make sure you have the latest valid `ctl3d32.dll` in your system directory.

• The Connector/ODBC .dll (Windows) and .so (Linux) file names depend on several factors:

  **Connector/ODBC Version:** A digit in the file name indicates the major Connector/ODBC version number. For example, a file named `myodbc8w.dll` is for Connector/ODBC 8.x whereas `myodbc5w.dll` is for Connector/ODBC 5.x.

  **Driver Type:** The Unicode driver adds the letter "w" to file names to indicate that wide characters are supported. For example, `myodbc8w.dll` is for the Unicode driver. The ANSI driver adds the letter "a" instead of a "w", like `myodbc8a.dll`.

  **GUI Setup module:** The GUI setup module files add the letter "S" to file names.

• **Enabling Debug Mode:** typically debug mode is not enabled as it decreases performance. The driver must be compiled with debug mode enabled.

### 5.5.4 Configuring a Connector/ODBC DSN on macOS

To configure a DSN on macOS, you can either use the command-line utility (`myodbc-installer`), edit the `odbc.ini` file within the `Library/ODBC` directory of the user, or use the ODBC Administrator GUI.
Configuring a Connector/ODBC DSN on macOS

**Note**

The ODBC Administrator is included in OS X v10.5 and earlier; users of later versions of OS X and macOS need to download and install it manually.

To create a DSN using the `myodbc-installer` utility, you only need to specify the DSN type and the DSN connection string. For example:

```shell
// With Connector/ODBC 8.0:
shell> myodbc-installer -a -s -t"DSN=mydb;DRIVER=MySQL ODBC 8.0 Driver;SERVER=mysql;USER=username;PASSWORD=pass"
// With Connector/ODBC 5.3:
shell> myodbc-installer -a -s -t"DSN=mydb;DRIVER=MySQL ODBC 5.3 Driver;SERVER=mysql;USER=username;PASSWORD=pass"
```

To use ODBC Administrator:

**Warning**

- For correct operation of ODBC Administrator, ensure that the `/Library/ODBC/odbc.ini` file used to set up ODBC connectivity and DSNs are writable by the `admin` group. If this file is not writable by this group, then the ODBC Administrator may fail, or may appear to work but not generate the correct entry.

- There are known issues with the macOS ODBC Administrator and Connector/ODBC that may prevent you from creating a DSN using this method. In that case, use the command line or edit the `odbc.ini` file directly. Existing DSNs or those that you created using the `myodbc-installer` tool can still be checked and edited using ODBC Administrator.

1. Open the ODBC Administrator from the Utilities folder in the Applications folder.

   ![ODBC Administrator Dialog](image)

   **Figure 5.7 ODBC Administrator Dialog**

2. From the ODBC Administrator dialog, choose either the User DSN or System DSN tab and click Add.

3. Select the Connector/ODBC driver and click OK.

4. You will be presented with the Data Source Name (DSN) dialog. Enter the Data Source Name and an optional Description for the DSN.
5. Click **Add** to add a new keyword/value pair to the panel. Configure at least four pairs to specify the server, username, password and database connection parameters. See Section 5.5.2, “Connector/ODBC Connection Parameters”.

6. Click **OK** to add the DSN to the list of configured data source names.

A completed DSN configuration may look like this:

![Sample DSN Configuration](image)

You can configure other ODBC options in your DSN by adding further keyword/value pairs and setting the corresponding values. See Section 5.5.2, “Connector/ODBC Connection Parameters”.

### 5.5.5 Configuring a Connector/ODBC DSN on Unix

On Unix, you configure DSN entries directly in the `odbc.ini` file. Here is a typical `odbc.ini` file that configures `myodbc8w` (Unicode) and `myodbc8a` (ANSI) as DSN names for Connector/ODBC 8.0:

```ini
; odbc.ini configuration for Connector/ODBC 8.0 driver

; myodbc8w (Unicode) DSN
[myodbc8w]
Driver=Connector/ODBC 8.0 Driver;
Description=UNICODE DSN;
Server=myserver1;
Database=newdb;
Username=myuser;
Password=mypassword;
Driver=Connector/ODBC 8.0 Driver;
Description=UNICODE DSN;
Server=myserver2;
Database=olddb;
Username=myuser2;
Password=mypassword2;

; myodbc8a (ANSI) DSN
[myodbc8a]
Driver=Connector/ODBC 8.0 Driver;
Description=ANSI DSN;
Server=myserver1;
Database=newdb;
Username=myuser;
Password=mypassword;
Driver=Connector/ODBC 8.0 Driver;
Description=ANSI DSN;
Server=myserver2;
Database=olddb;
Username=myuser2;
Password=mypassword2;
```


Connecting Without a Predefined DSN

[ODBC Data Sources]
myodbc8w = MyODBC 8.0 UNICODE Driver DSN
myodbc8a = MyODBC 8.0 ANSI Driver DSN
[myodbc8w]
Driver = /usr/local/lib/libmyodbc8w.so
Description = Connector/ODBC 8.0 UNICODE Driver DSN
SERVER = localhost
PORT =
USER = root
Password =
Database = test
OPTION = 3
SOCKET =
[myodbc8a]
Driver = /usr/local/lib/libmyodbc8a.so
Description = Connector/ODBC 8.0 ANSI Driver DSN
SERVER = localhost
PORT =
USER = root
Password =
Database = test
OPTION = 3
SOCKET =

Refer to the Section 5.5.2, "Connector/ODBC Connection Parameters", for the list of connection parameters that can be supplied.

Note
If you are using unixODBC, you can use the following tools to set up the DSN:

- ODBCConfig GUI tool (HOWTO: ODBCConfig)
- odbcinst

In some cases when using unixODBC, you might get this error:

Data source name not found and no default driver specified

If this happens, make sure the ODBCINI and ODBCSYSINI environment variables are pointing to the right odbc.ini file. For example, if your odbc.ini file is located in /usr/local/etc, set the environment variables like this:

export ODBCINI=/usr/local/etc/odbc.ini
export ODBCSYSINI=/usr/local/etc

5.5.6 Connecting Without a Predefined DSN

You can connect to the MySQL server using SQLDriverConnect, by specifying the DRIVER name field. Here are the connection strings for Connector/ODBC using DSN-less connections:

For Connector/ODBC 8.0:

```sql
ConnectionString = "DRIVER={MySQL ODBC 8.0 Driver};\nSERVER=localhost;\nDATABASE=test;\nUSER=venu;\nPASSWORD=venu;\nOPTION=3;"
```

Substitute “MySQL ODBC 8.0 Driver” with the name by which you have registered your Connector/ODBC driver with the ODBC driver manager, if it is different. If your programming language converts backslash followed by whitespace to a space, it is preferable to specify the connection string as a single long string, or to use a concatenation of multiple strings that does not add spaces in between. For example:

```sql
ConnectionString = "DRIVER={MySQL ODBC 8.0 Driver};" "SERVER=localhost;" "DATABASE=test;"
```
"USER=venu;"
"PASSWORD=venu;"
"OPTION=3;"

**Note.** On macOS, you might need to specify the full path to the Connector/ODBC driver library.

Refer to Section 5.5.2, "Connector/ODBC Connection Parameters" for the list of connection parameters that can be supplied.

### 5.5.7 ODBC Connection Pooling

Connection pooling enables the ODBC driver to re-use existing connections to a given database from a pool of connections, instead of opening a new connection each time the database is accessed. By enabling connection pooling you can improve the overall performance of your application by lowering the time taken to open a connection to a database in the connection pool.


### 5.5.8 Getting an ODBC Trace File

If you encounter difficulties or problems with Connector/ODBC, start by making a log file from the ODBC Manager and Connector/ODBC. This is called **tracing**, and is enabled through the ODBC Manager. The procedure for this differs for Windows, macOS and Unix.

#### 5.5.8.1 Enabling ODBC Tracing on Windows

To enable the trace option on Windows:

1. The **Tracing** tab of the ODBC Data Source Administrator dialog box lets you configure the way ODBC function calls are traced.

   ![Figure 5.10 ODBC Data Source Administrator Tracing Dialog](image)

2. When you activate tracing from the **Tracing** tab, the **Driver Manager** logs all ODBC function calls for all subsequently run applications.

3. ODBC function calls from applications running before tracing is activated are not logged. ODBC function calls are recorded in a log file you specify.

4. Tracing ceases only after you click **Stop Tracing Now**. Remember that while tracing is on, the log file continues to increase in size and that tracing affects the performance of all your ODBC applications.
5.5.8.2 Enabling ODBC Tracing on macOS

To enable the trace option on macOS, use the Tracing tab within ODBC Administrator.

1. Open the ODBC Administrator.
2. Select the Tracing tab.

3. Select the Enable Tracing check box.
4. Enter the location to save the Tracing log. To append information to an existing log file, click the Choose... button.

5.5.8.3 Enabling ODBC Tracing on Unix

To enable the trace option on OS X 10.2 (or earlier) or Unix, add the trace option to the ODBC configuration:

1. On Unix, explicitly set the Trace option in the ODBC.INI file.

   Set the tracing ON or OFF by using TraceFile and Trace parameters in odbc.ini as shown below:

   ```
   TraceFile  = /tmp/odbc.trace
   Trace      = 1
   ```

   TraceFile specifies the name and full path of the trace file and Trace is set to ON or OFF. You can also use 1 or YES for ON and 0 or NO for OFF. If you are using ODBCConfig from unixODBC, then follow the instructions for tracing unixODBC calls at HOWTO-ODBCConfig.

5.5.8.4 Enabling a Connector/ODBC Log

To generate a Connector/ODBC log, do the following:

1. Within Windows, enable the Trace Connector/ODBC option flag in the Connector/ODBC connect/configure screen. The log is written to file C:\myodbc.log. If the trace option is not
remembered when you are going back to the above screen, it means that you are not using the myodbc.dll driver, see Section 5.5.3.3, “Troubleshooting ODBC Connection Problems”.

On macOS, Unix, or if you are using a DSN-less connection, either supply OPTION=4 in the connection string, or set the corresponding keyword/value pair in the DSN.

2. Start your application and try to get it to fail. Then check the Connector/ODBC trace file to find out what could be wrong.

If you need help determining what is wrong, see Section 5.9.1, “Connector/ODBC Community Support”.

5.6 Connector/ODBC Examples

Once you have configured a DSN to provide access to a database, how you access and use that connection is dependent on the application or programming language. As ODBC is a standardized interface, any application or language that supports ODBC can use the DSN and connect to the configured database.

5.6.1 Basic Connector/ODBC Application Steps

Interacting with a MySQL server from an applications using the Connector/ODBC typically involves the following operations:

- Configure the Connector/ODBC DSN.
- Connect to MySQL server.
  This might include: allocate environment handle, set ODBC version, allocate connection handle, connect to MySQL Server, and set optional connection attributes.
- Initialization statements.
  This might include: allocate statement handle and set optional statement attributes.
- Execute SQL statements.
  This might include: prepare the SQL statement and execute the SQL statement, or execute it directly without prepare.
- Retrieve results, depending on the statement type.
  For SELECT / SHOW / Catalog API the results might include: get number of columns, get column information, fetch rows, and get the data to buffers. For Delete / Update / Insert the results might include the number of rows affected.
- Perform transactions; perform commit or rollback.
- Disconnect from the server.
  This might include: disconnect the connection and free the connection and environment handles.

Most applications use some variation of these steps. The basic application steps are also shown in the following diagram:
5.6.2 Step-by-step Guide to Connecting to a MySQL Database through Connector/ODBC

A typical situation where you would install Connector/ODBC is to access a database on a Linux or Unix host from a Windows machine.

As an example of the process required to set up access between two machines, the steps below take you through the basic steps. These instructions assume that you connect to system ALPHA from system BETA with a user name and password of myuser and mypassword.

On system ALPHA (the MySQL server) follow these steps:

1. Start the MySQL server.
2. Use GRANT to set up an account with a user name of myuser that can connect from system BETA using a password of myuser to the database test:

   ```sql
   GRANT ALL ON test.* to 'myuser'@'BETA' IDENTIFIED BY 'mypassword';
   ```

   For more information about MySQL privileges, refer to Access Control and Account Management.

On system BETA (the Connector/ODBC client), follow these steps:

---

Figure 5.12 Connector/ODBC Programming Flowchart

---
1. Configure a Connector/ODBC DSN using parameters that match the server, database and authentication information that you have just configured on system ALPHA.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>DSN</td>
<td>remote_test</td>
<td>A name to identify the connection.</td>
</tr>
<tr>
<td>SERVER</td>
<td>ALPHA</td>
<td>The address of the remote server.</td>
</tr>
<tr>
<td>DATABASE</td>
<td>test</td>
<td>The name of the default database.</td>
</tr>
<tr>
<td>USER</td>
<td>myuser</td>
<td>The user name configured for access to this database.</td>
</tr>
<tr>
<td>PASSWORD</td>
<td>mypassword</td>
<td>The password for myuser.</td>
</tr>
</tbody>
</table>

2. Using an ODBC-capable application, such as Microsoft Office, connect to the MySQL server using the DSN you have just created. If the connection fails, use tracing to examine the connection process. See Section 5.5.8, “Getting an ODBC Trace File”, for more information.

5.6.3 Connector/ODBC and Third-Party ODBC Tools

Once you have configured your Connector/ODBC DSN, you can access your MySQL database through any application that supports the ODBC interface, including programming languages and third-party applications. This section contains guides and help on using Connector/ODBC with various ODBC-compatible tools and applications, including Microsoft Word, Microsoft Excel and Adobe/Macromedia ColdFusion.

Connector/ODBC has been tested with the following applications:

<table>
<thead>
<tr>
<th>Publisher</th>
<th>Application</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adobe</td>
<td>ColdFusion</td>
<td>Formerly Macromedia ColdFusion</td>
</tr>
<tr>
<td>Borland</td>
<td>C++ Builder</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Builder 4</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Delphi</td>
<td></td>
</tr>
<tr>
<td>Business Objects</td>
<td>Crystal Reports</td>
<td></td>
</tr>
<tr>
<td>Claris</td>
<td>Filemaker Pro</td>
<td></td>
</tr>
<tr>
<td>Corel</td>
<td>Paradox</td>
<td></td>
</tr>
<tr>
<td>Computer Associates</td>
<td>Visual Objects</td>
<td>Also known as CAVO</td>
</tr>
<tr>
<td></td>
<td>AllFusion ERwin Data Modeler</td>
<td></td>
</tr>
<tr>
<td>Gupta</td>
<td>Team Developer</td>
<td>Previously known as Centura Team Developer; Gupta SQL/Windows</td>
</tr>
<tr>
<td>Gensym</td>
<td>G2-ODBC Bridge</td>
<td></td>
</tr>
<tr>
<td>Inline</td>
<td>iHTML</td>
<td></td>
</tr>
<tr>
<td>Lotus</td>
<td>Notes</td>
<td>Versions 4.5 and 4.6</td>
</tr>
<tr>
<td>Microsoft</td>
<td>Access</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Excel</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Visio Enterprise</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Visual C++</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Visual Basic</td>
<td></td>
</tr>
<tr>
<td></td>
<td>ODBC.NET</td>
<td>Using C#, Visual Basic, C++</td>
</tr>
<tr>
<td></td>
<td>FoxPro</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Visual Interdev</td>
<td></td>
</tr>
</tbody>
</table>
You can use a MySQL database with Microsoft Access using Connector/ODBC. The MySQL database can be used as an import source, an export source, or as a linked table for direct use within an Access application, so you can use Access as the front-end interface to a MySQL database.

5.6.4.1 Exporting Access Data to MySQL

Make sure that the information that you are exporting to the MySQL table is valid for the corresponding MySQL data types. Values that are valid within Access but are outside of the supported ranges of the MySQL data types may trigger an “overflow” error during the export.

To export a table of data from an Access database to MySQL, follow these instructions:

1. With an Access database opened, the navigation plane on the right should display, among other things, all the tables in the database that are available for export (if that is not the case, adjust the navigation plane’s display settings). Right click on the table you want to export, and in the menu that appears, choose Export, ODBC Database.
Using Connector/ODBC with Microsoft Access

Figure 5.13 Access: Export ODBC Database Menu Selected

2. The Export dialog box appears. Enter the desired name for the table after its import into the MySQL server, and click OK.

Figure 5.14 Entering Name For Table To Be Exported

3. The Select Data Source dialog box appears; it lists the defined data sources for any ODBC drivers installed on your computer. Click either the File Data Source or Machine Data Source tab, and then double-click the Connector/ODBC DSN to which you want to export your table. To define a new DSN for Connector/ODBC instead, click New and follow the instructions in Section 5.5.3.
“Configuring a Connector/ODBC DSN on Windows”; double click the new DSN after it has been created.

Figure 5.15 Selecting An ODBC Database

If the ODBC data source that you selected requires you to log in, enter your login ID and password (additional information might also be required), and then click **OK**.

4. A dialog box appears with a success message if the export is successful. In the dialog box, you can choose to save the export steps for easy repetitions in the future.

Figure 5.16 Save Export Success Message

**Note**

If you see the following error message instead when you try to export to the Connector/ODBC DSN, it means you did not choose the **Database** to connect to when you defined or logged in to the DSN. Reconfigure the DSN and specify the **Database** to connect to (see Section 5.5.3, “Configuring
5.6.4.2 Importing MySQL Data to Access

To import tables from MySQL to Access, follow these instructions:

1. Open the Access database into which you want to import MySQL data.
2. On the **External Data** tab, choose **ODBC Database**.

3. In the **Get External Data** dialog box that appears, choose **Import the source data into a new table in the current database** and click **OK**.
4. The **Select Data Source** dialog box appears. It lists the defined data sources for any ODBC drivers installed on your computer. Click either the **File Data Source** or **Machine Data Source** tab, and then double-click the Connector/ODBC DSN from which you want to import your table. To define a new DSN for Connector/ODBC instead, click **New** and follow the instructions in Section 5.5.3, “Configuring a Connector/ODBC DSN on Windows”; double click the new DSN after it has been created.

![Select Data Source Dialog: Selecting an ODBC Database](image)

If the ODBC data source that you selected requires you to log in, enter your login ID and password (additional information might also be required), and then click **OK**.

5. Microsoft Access connects to the MySQL server and displays the list of tables (objects) that you can import. Select the tables you want to import from this Import Objects dialog (or click **Select All**), and then click **OK**.

![Import Objects Dialog: Selecting Tables To Import](image)

**Notes**

- If no tables show up for you to select, it might be because you did not choose the **Database** to connect to when you defined or logged in to the
Using Connector/ODBC with Microsoft Access

DSN. Reconfigure the DSN and specify the Database to connect to (see Section 5.5.3, “Configuring a Connector/ODBC DSN on Windows” for details), or choose a Database when you log in to the DSN.

- If your Access database already has a table with the same name as the one you are importing, Access will append a number to the name of the imported table.

6. A dialog box appears with a success message if the import is successful. In the dialog box, you can choose to save the import steps for easy repetitions in the future.

**Figure 5.22 Get External Data: Save Import Steps Dialog**

5.6.4.3 Using Microsoft Access as a Front-end to MySQL

You can use Microsoft Access as a front-end to MySQL by linking tables within your Microsoft Access database to tables that exist within your MySQL database. When a query is requested on a table within Access, ODBC is used to execute the queries on the MySQL database.

**To create a linked table:**

1. Open the Access database that you want to link to MySQL.
2. On the External Data tab, choose ODBC Database.

**Figure 5.23 External Data: ODBC Database**

3. In the Get External Data dialog box that appears, choose Link to the data source by creating a linked table and click OK.
4. The Select Data Source dialog box appears; it lists the defined data sources for any ODBC drivers installed on your computer. Click either the File Data Source or Machine Data Source tab, and then double-click the Connector/ODBC DSN you want to link your table to. To define a new DSN for Connector/ODBC instead, click New and follow the instructions in Section 5.5.3, “Configuring a Connector/ODBC DSN on Windows”; double click the new DSN after it has been created.

If the ODBC data source that you selected requires you to log in, enter your login ID and password (additional information might also be required), and then click OK.
5. Microsoft Access connects to the MySQL server and displays the list of tables that you can link to. Choose the tables you want to link to (or click **Select All**), and then click **OK**.

**Figure 5.26 Link Tables Dialog: Selecting Tables to Link**

![Link Tables Dialog](image)

**Notes**

- If no tables show up for you to select, it might be because you did not choose the **Database** to connect to when you defined or logged in to the DSN. Reconfigure the DSN and specify the **Database** to connect to (see Section 5.5.3, “Configuring a Connector/ODBC DSN on Windows” for details), or choose a **Database** when you log in to the DSN.

- If your database on Access already has a table with the same name as the one you are linking to, Access will append a number to the name of the new linked table.

6. If Microsoft Access is unable to determine the unique record identifier for a table automatically, it will ask you to choose a column (or a combination of columns) to be used to uniquely identify each row from the source table. Select the column[s] to use and click **OK**.

**Figure 5.27 Linking Microsoft Access Tables To MySQL Tables, Choosing Unique Record Identifier**

![Select Unique Record Identifier](image)
Once the process has been completed, you can build interfaces and queries to the linked tables just as you would for any Access database.

Use the following procedure to view links or to refresh them when the structures of the linked tables have changed.

**To view or refresh links:**

1. Open the database that contains links to MySQL tables.
2. On the **External Data** tab, choose **Linked Table Manager**.

   **Figure 5.28 External Data: Linked Table Manager**

3. The Linked Table Manager appears. Select the check box for the tables whose links you want to refresh. Click **OK** to refresh the links.

   **Figure 5.29 External Data: Linked Table Manager Dialog**

If the ODBC data source requires you to log in, enter your login ID and password (additional information might also be required), and then click **OK**.

Microsoft Access confirms a successful refresh or, if the tables are not found, returns an error message, in which case you should update the links with the steps below.
To change the path for a set of linked tables (for pictures of the GUI dialog boxes involved, see the instructions above for linking tables and refreshing links):

1. Open the database that contains the linked tables.
2. On the External Data tab, choose Linked Table Manager.
3. In the Linked Table Manager that appears, select the Always Prompt For A New Location check box.
4. Select the check box for the tables whose links you want to change, and then click OK.
5. The Select Data Source dialog box appears. Select the new DSN and database with it.

5.6.5 Using Connector/ODBC with Microsoft Word or Excel

You can use Microsoft Word and Microsoft Excel to access information from a MySQL database using Connector/ODBC. Within Microsoft Word, this facility is most useful when importing data for mailmerge, or for tables and data to be included in reports. Within Microsoft Excel, you can execute queries on your MySQL server and import the data directly into an Excel Worksheet, presenting the data as a series of rows and columns.

With both applications, data is accessed and imported into the application using Microsoft Query, which lets you execute a query though an ODBC source. You use Microsoft Query to build the SQL statement to be executed, selecting the tables, fields, selection criteria and sort order. For example, to insert information from a table in the World test database into an Excel spreadsheet, using the DSN samples shown in Section 5.5, “Configuring Connector/ODBC”:

1. Create a new Worksheet.
2. From the Data menu, choose Import External Data, and then select New Database Query.
3. Microsoft Query will start. First, you need to choose the data source, by selecting an existing Data Source Name.

Figure 5.30 Microsoft Query Wizard: Choose Data Source Dialog

4. Within the Query Wizard, choose the columns to import. The list of tables available to the user configured through the DSN is shown on the left, the columns that will be added to your query are shown on the right. The columns you choose are equivalent to those in the first section of a SELECT query. Click Next to continue.
Figure 5.31 Microsoft Query Wizard: Choose Columns

5. You can filter rows from the query (the equivalent of a `WHERE` clause) using the Filter Data dialog. Click Next to continue.

Figure 5.32 Microsoft Query Wizard: Filter Data

6. Select an (optional) sort order for the data. This is equivalent to using a `ORDER BY` clause in your SQL query. You can select up to three fields for sorting the information returned by the query. Click Next to continue.

Figure 5.33 Microsoft Query Wizard: Sort Order
Using Connector/ODBC with Crystal Reports

7. Select the destination for your query. You can select to return the data Microsoft Excel, where you can choose a worksheet and cell where the data will be inserted; you can continue to view the query and results within Microsoft Query, where you can edit the SQL query and further filter and sort the information returned; or you can create an OLAP Cube from the query, which can then be used directly within Microsoft Excel. Click Finish.

Figure 5.34 Microsoft Query Wizard: Selecting A Destination

The same process can be used to import data into a Word document, where the data will be inserted as a table. This can be used for mail merge purposes (where the field data is read from a Word table), or where you want to include data and reports within a report or other document.

5.6.6 Using Connector/ODBC with Crystal Reports

Crystal Reports can use an ODBC DSN to connect to a database from which you to extract data and information for reporting purposes.

Note

There is a known issue with certain versions of Crystal Reports where the application is unable to open and browse tables and fields through an ODBC connection. Before using Crystal Reports with MySQL, please ensure that you have update to the latest version, including any outstanding service packs and hotfixes. For more information on this issue, see the Business Objects Knowledgebase for more information.

For example, to create a simple crosstab report within Crystal Reports XI, follow these steps:

1. Create a DSN using the Data Sources (ODBC) tool. You can either specify a complete database, including user name and password, or you can build a basic DSN and use Crystal Reports to set the user name and password.

   For the purposes of this example, a DSN that provides a connection to an instance of the MySQL Sakila sample database has been created.

2. Open Crystal Reports and create a new project, or an open an existing reporting project into which you want to insert data from your MySQL data source.

3. Start the Cross-Tab Report Wizard, either by clicking the option on the Start Page. Expand the Create New Connection folder, then expand the ODBC (RDO) folder to obtain a list of ODBC data sources.

   You will be asked to select a data source.
4. When you first expand the **ODBC (RDO)** folder you will be presented the Data Source Selection screen. From here you can select either a pre-configured DSN, open a file-based DSN or enter and manual connection string. For this example, the pre-configured **Sakila** DSN will be used.

If the DSN contains a user name/password combination, or you want to use different authentication credentials, click **Next** to enter the user name and password that you want to use. Otherwise, click **Finish** to continue the data source selection wizard.
5. You will be returned the Cross-Tab Report Creation Wizard. You now need to select the database and tables that you want to include in your report. For our example, we will expand the selected Sakila database. Click the city table and use the > button to add the table to the report. Then repeat the action with the country table. Alternatively you can select multiple tables and add them to the report.

Finally, you can select the parent Sakila resource and add of the tables to the report.

Once you have selected the tables you want to include, click Next to continue.

Figure 5.37 Cross-Tab Report Creation Wizard with Example ODBC (RDO) Data

6. Crystal Reports will now read the table definitions and automatically identify the links between the tables. The identification of links between tables enables Crystal Reports to automatically lookup and summarize information based on all the tables in the database according to your query. If
Crystal Reports is unable to perform the linking itself, you can manually create the links between fields in the tables you have selected.

Click **Next** to continue the process.

**Figure 5.38 Cross-Tab Report Creation Wizard: Table Links**

7. You can now select the columns and rows that to include within the Cross-Tab report. Drag and drop or use the > buttons to add fields to each area of the report. In the example shown, we will...
report on cities, organized by country, incorporating a count of the number of cities within each country. If you want to browse the data, select a field and click the **Browse Data...** button.

Click **Next** to create a graph of the results. Since we are not creating a graph from this data, click **Finish** to generate the report.

**Figure 5.39 Cross-Tab Report Creation Wizard: Cross-Tab Selection Dialog**

![Cross-Tab Report Creation Wizard: Cross-Tab Selection Dialog](image)
8. The finished report will be shown, a sample of the output from the Sakila sample database is shown below.

Figure 5.40 Cross-Tab Report Creation Wizard: Final Report

<table>
<thead>
<tr>
<th></th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Afghanistan</td>
<td>900</td>
</tr>
<tr>
<td>Kabul</td>
<td>1</td>
</tr>
<tr>
<td>Algeria</td>
<td>3</td>
</tr>
<tr>
<td>Batna</td>
<td>1</td>
</tr>
<tr>
<td>Bchar</td>
<td>1</td>
</tr>
<tr>
<td>Skikda</td>
<td>1</td>
</tr>
<tr>
<td>American Samoa</td>
<td>1</td>
</tr>
<tr>
<td>Tafuna</td>
<td>1</td>
</tr>
<tr>
<td>Angola</td>
<td>2</td>
</tr>
<tr>
<td>Benguela</td>
<td>1</td>
</tr>
<tr>
<td>Namibe</td>
<td>1</td>
</tr>
<tr>
<td>Anguilla</td>
<td>1</td>
</tr>
<tr>
<td>South Hill</td>
<td>1</td>
</tr>
<tr>
<td>Argentina</td>
<td>13</td>
</tr>
<tr>
<td>Almirante Brav</td>
<td>1</td>
</tr>
</tbody>
</table>

Once the ODBC connection has been opened within Crystal Reports, you can browse and add any fields within the available tables into your reports.

5.6.7 Connector/ODBC Programming

With a suitable ODBC Manager and the Connector/ODBC driver installed, any programming language or environment that can support ODBC can connect to a MySQL database through Connector/ODBC.

This includes, but is not limited to, Microsoft support languages (including Visual Basic, C# and interfaces such as ODBC.NET), Perl (through the DBI module, and the DBD::ODBC driver).

5.6.7.1 Using Connector/ODBC with Visual Basic Using ADO, DAO and RDO

This section contains simple examples of the use of Connector/ODBC with ADO, DAO and RDO.

**ADO: rs.addNew, rs.delete, and rs.update**

The following ADO (ActiveX Data Objects) example creates a table my ado and demonstrates the use of rs.addNew, rs.delete, and rs.update.

```vba
Private Sub myodbc_ado_Click()
    Dim conn As ADODB.Connection
    Dim rs As ADODB.Recordset
    Dim fld As ADODB.Field
    Dim sql As String
    'connect to MySQL server using Connector/ODBC
    Set conn = New ADODB.Connection
    conn.ConnectionString = "DRIVER={MySQL ODBC 3.51 Driver};" & "SERVER=localhost;" & "DATABASE=test;" & "UID=venu;PWD=venu; OPTION=3"
    conn.Open
    'create table
```
conn.Execute "DROP TABLE IF EXISTS my_ado"
conn.Execute "CREATE TABLE my_ado(id int not null primary key, name varchar(20), " _
& "txt text, dt date, tm time, ts timestamp)"
'direct insert
conn.Execute "INSERT INTO my_ado(id,name,txt) values(1,100,'venu')"
conn.Execute "INSERT INTO my_ado(id,name,txt) values(2,200,'MySQL')"
conn.Execute "INSERT INTO my_ado(id,name,txt) values(3,300,'Delete')"
Set rs = New ADODB.Recordset
rs.CursorLocation = adUseServer
'fetch the initial table ..
rs.Open "SELECT * FROM my_ado", conn
Debug.Print rs.RecordCount
rs.MoveFirst
Debug.Print String(50, "-") & "Initial my_ado Result Set " & String(50, "-")
For Each fld In rs.Fields
Debug.Print fld.Name,
Next
Debug.Print
Do Until rs.EOF
For Each fld In rs.Fields
Debug.Print fld.Value,
Next
rs.MoveNext
Debug.Print Loop
rs.Close
'rs insert
rs.Open "select * from my_ado", conn, adOpenDynamic, adLockOptimistic
rs.AddNew
rs!ID = 8
rs!Name = "Mandy"
rs!txt = "Insert row"
rs.Update
rs.Close
'rs update
rs.Open "SELECT * FROM my_ado"
rs!Name = "update"
rs!txt = "updated-row"
rs.Update
rs.Close
'rs update second time..
rs.Open "SELECT * FROM my_ado"
rs!Name = "update"
rs!txt = "updated-second-time"
rs.Update
rs.Close
'rs delete
rs.Open "SELECT * FROM my_ado"
rs.MoveNext
rs.MoveNext
rs.Delete
rs.Close
'fetch the updated table ..
rs.Open "SELECT * FROM my_ado", conn
Debug.Print rs.RecordCount
rs.MoveFirst
Debug.Print String(50, "-") & "Updated my_ado Result Set " & String(50, "-")
For Each fld In rs.Fields
Debug.Print fld.Name,
Next
Debug.Print
Do Until rs.EOF
For Each fld In rs.Fields
Debug.Print fld.Value,
Next
rs.MoveNext
Debug.Print Loop
rs.Close
conn.Close
End Sub
Connector/ODBC Programming

DAO: rs.addNew, rs.update, and Scrolling
The following DAO (Data Access Objects) example creates a table my_dao and demonstrates the use
of rs.addNew, rs.update, and result set scrolling.
Private Sub myodbc_dao_Click()
Dim ws As Workspace
Dim conn As Connection
Dim queryDef As queryDef
Dim str As String
'connect to MySQL using MySQL ODBC 3.51 Driver
Set ws = DBEngine.CreateWorkspace("", "venu", "venu", dbUseODBC)
str = "odbc;DRIVER={MySQL ODBC 3.51 Driver};"_
& "SERVER=localhost;"_
& " DATABASE=test;"_
& "UID=venu;PWD=venu; OPTION=3"
Set conn = ws.OpenConnection("test", dbDriverNoPrompt, False, str)
'Create table my_dao
Set queryDef = conn.CreateQueryDef("", "drop table if exists my_dao")
queryDef.Execute
Set queryDef = conn.CreateQueryDef("", "create table my_dao(Id INT AUTO_INCREMENT PRIMARY KEY, " _
& "Ts TIMESTAMP(14) NOT NULL, Name varchar(20), Id2 INT)")
queryDef.Execute
'Insert new records using rs.addNew
Set rs = conn.OpenRecordset("my_dao")
Dim i As Integer
For i = 10 To 15
rs.AddNew
rs!Name = "insert record" & i
rs!Id2 = i
rs.Update
Next i
rs.Close
'rs update..
Set rs = conn.OpenRecordset("my_dao")
rs.Edit
rs!Name = "updated-string"
rs.Update
rs.Close
'fetch the table back...
Set rs = conn.OpenRecordset("my_dao", dbOpenDynamic)
str = "Results:"
rs.MoveFirst
While Not rs.EOF
str = " " & rs!Id & " , " & rs!Name & ", " & rs!Ts & ", " & rs!Id2
Debug.Print "DATA:" & str
rs.MoveNext
Wend
'rs Scrolling
rs.MoveFirst
str = " FIRST ROW: " & rs!Id & " , " & rs!Name & ", " & rs!Ts & ", " & rs!Id2
Debug.Print str
rs.MoveLast
str = " LAST ROW: " & rs!Id & " , " & rs!Name & ", " & rs!Ts & ", " & rs!Id2
Debug.Print str
rs.MovePrevious
str = " LAST-1 ROW: " & rs!Id & " , " & rs!Name & ", " & rs!Ts & ", " & rs!Id2
Debug.Print str
'free all resources
rs.Close
queryDef.Close
conn.Close
ws.Close
End Sub

RDO: rs.addNew and rs.update
The following RDO (Remote Data Objects) example creates a table my_rdo and demonstrates the use
of rs.addNew and rs.update.
Dim rs As rdoResultset

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Dim cn As New rdoConnection
Dim cl As rdoColumn
Dim SQL As String
    'cn.Connect = "DSN=test;"
    cn.Connect = "DRIVER={MySQL ODBC 3.51 Driver};"
    & "SERVER=localhost;"
    & " DATABASE=test;"
    & "UID=venu;PWD=venu; OPTION=3"
    cn.CursorDriver = rdUseOdbc
    cn.EstablishConnection rdDriverPrompt
    'drop table my_rdo
    SQL = "drop table if exists my_rdo"
    cn.Execute SQL, rdExecDirect
    'create table my_rdo
    SQL = "create table my_rdo(id int, name varchar(20))"
    cn.Execute SQL, rdExecDirect
    'insert - direct
    SQL = "insert into my_rdo values (100,'venu')"
    cn.Execute SQL, rdExecDirect
    SQL = "insert into my_rdo values (200,'MySQL')"
    cn.Execute SQL, rdExecDirect
    'rs insert
    SQL = "select * from my_rdo"
    Set rs = cn.OpenResultset(SQL, rdOpenStatic, rdConcurRowVer, rdExecDirect)
    rs.AddNew
    rs!id = 300
    rs!Name = "Insert 1"
    rs.Update
    rs.Close
    'rs insert
    SQL = "select * from my_rdo"
    Set rs = cn.OpenResultset(SQL, rdOpenStatic, rdConcurRowVer, rdExecDirect)
    rs.AddNew
    rs!id = 400
    rs!Name = "Insert 2"
    rs.Update
    rs.Close
    'rs update
    SQL = "select * from my_rdo"
    Set rs = cn.OpenResultset(SQL, rdOpenStatic, rdConcurRowVer, rdExecDirect)
    rs.Edit
    rs!id = 999
    rs!Name = "updated"
    rs.Update
    rs.Close
    'fetch back...
    SQL = "select * from my_rdo"
    Set rs = cn.OpenResultset(SQL, rdOpenStatic, rdConcurRowVer, rdExecDirect)
    Do Until rs.EOF
        For Each cl In rs.rdoColumns
            Debug.Print cl.Value,
        Next
        rs.MoveNext
        Debug.Print
    Loop
    Debug.Print "Row count="; rs.RowCount
    rs.Close
    cn.Close
End Sub

5.6.7.2 Using Connector/ODBC with .NET

This section contains simple examples that demonstrate the use of Connector/ODBC drivers with ODBC.NET.

Using Connector/ODBC with ODBC.NET and C# (C sharp)

The following sample creates a table my_odbc_net and demonstrates its use in C#.

```csharp
/// *
```
using Console = System.Console;
using Microsoft.Data.Odbc;
namespace myodbc3
{
    class mycon
    {
        static void Main(string[] args)
        {
            try
            {
                // Connection string for Connector/ODBC 3.51
                string MyConString = "DRIVER={MySQL ODBC 3.51 Driver};" +
                                    "SERVER=localhost;" +
                                    "DATABASE=test;" +
                                    "UID=venu;" +
                                    "PASSWORD=venu; " +
                                    "OPTION=3";
                // Connect to MySQL using Connector/ODBC
                OdbcConnection MyConnection = new OdbcConnection(MyConString);
                MyConnection.Open();
                Console.WriteLine("\n !!! success, connected successfully !!!\n");
                // Display connection information
                Console.WriteLine("\tConnection Information:");
                Console.WriteLine("\tConnection String:" +
                                  MyConnection.ConnectionString);
                Console.WriteLine("\tConnection Timeout:" +
                                  MyConnection.ConnectionTimeout);
                Console.WriteLine("\tDatabase:" +
                                  MyConnection.Database);
                Console.WriteLine("\tDataSource:" +
                                  MyConnection.DataSource);
                Console.WriteLine("\tDriver:" +
                                  MyConnection.Driver);
                Console.WriteLine("\tServerVersion:" +
                                  MyConnection.ServerVersion);
                // Create a sample table
                OdbcCommand MyCommand =
                    new OdbcCommand("DROP TABLE IF EXISTS my_odbc_net",
                                    MyConnection);
                MyCommand.ExecuteNonQuery();
                MyCommand.CommandText =
                    "CREATE TABLE my_odbc_net(id int, name varchar(20), idb bigint)";
                MyCommand.ExecuteNonQuery();
                // Insert
                MyCommand.CommandText =
                    "INSERT INTO my_odbc_net VALUES(10, 'venu', 300)";
                Console.WriteLine("INSERT, Total rows affected:" +
                                  MyCommand.ExecuteNonQuery());
                // Insert
                MyCommand.CommandText =
                    "INSERT INTO my_odbc_net VALUES(20, 'mysql',400)";
                Console.WriteLine("INSERT, Total rows affected:" +
                                  MyCommand.ExecuteNonQuery());
                // Insert
                MyCommand.CommandText =
                    "INSERT INTO my_odbc_net VALUES(20, 'mysql',500)";
                Console.WriteLine("INSERT, Total rows affected:" +
                                  MyCommand.ExecuteNonQuery());
                // Update
                MyCommand.CommandText =
                    "UPDATE my_odbc_net SET id=999 WHERE id=20";
                Console.WriteLine("Update, Total rows affected:" +
                                  MyCommand.ExecuteNonQuery());
            }
        }
    }
}
MyCommand.ExecuteNonQuery();

//COUNT(*)
MyCommand.CommandText = "SELECT COUNT(*) as TRows FROM my_odbc_net";
Console.WriteLine("Total Rows:" + MyCommand.ExecuteScalar());

//Fetch
MyCommand.CommandText = "SELECT * FROM my_odbc_net";
OdbcDataReader MyDataReader;
MyDataReader = MyCommand.ExecuteReader();
while (MyDataReader.Read())
{
    if (string.Compare(MyConnection.Driver, "myodbc3.dll") == 0)
    {
        //Supported only by Connector/ODBC 3.51
        Console.WriteLine("Data:" + MyDataReader.GetInt32(0) + " " + MyDataReader.GetString(1) + " " + MyDataReader.GetInt64(2));
    }
    else
    {
        //BIGINTs not supported by Connector/ODBC
        Console.WriteLine("Data:" + MyDataReader.GetInt32(0) + " " + MyDataReader.GetString(1) + " " + MyDataReader.GetInt32(2));
    }
}

//Close all resources
MyDataReader.Close();
MyConnection.Close();

catch (OdbcException MyOdbcException) //Catch any ODBC exception ..
{
    for (int i = 0; i < MyOdbcException.Errors.Count; i++)
    {
    }
}

Using Connector/ODBC with ODBC.NET and Visual Basic

The following sample creates a table my_vb_net and demonstrates the use in VB.

```vb
Imports Microsoft.Data.Odbc
Imports System
Module myvb
    Sub Main()
        Try
            'Connector/ODBC 3.51 connection string
            Dim MyConString As String = "DRIVER={MySQL ODBC 3.51 Driver};" & _
                "SERVER=localhost;" & _
            MyConnection = New OdbcConnection(MyConString)
            MyCommand = New OdbcCommand("SELECT COUNT(*) as TRows FROM my_odbc_net", MyConnection)
            MyCommand.ExecuteNonQuery()
            Console.WriteLine("Total Rows:" + MyCommand.ExecuteScalar())
            MyCommand.CommandText = "SELECT * FROM my_odbc_net"
            MyDataReader = MyCommand.ExecuteReader()
            While (MyDataReader.Read())
                If (string.Compare(MyConnection.Driver, "myodbc3.dll") = 0) Then
                    'Supported only by Connector/ODBC 3.51
                    Console.WriteLine("Data:" + MyDataReader.GetInt32(0) + " " + MyDataReader.GetString(1) + " " + MyDataReader.GetInt64(2))
                Else
                    'BIGINTs not supported by Connector/ODBC
                    Console.WriteLine("Data:" + MyDataReader.GetInt32(0) + " " + MyDataReader.GetString(1) + " " + MyDataReader.GetInt32(2))
                End If
            End While
            MyDataReader.Close()
            MyConnection.Close()
        Catch OdbcException MyOdbcException
            For i = 0 To MyOdbcException.Errors.Count - 1
            Next
        End Try
    End Sub
End Module
```
"DATABASE=test;" & _
"UID=venu;" & _
"PASSWORD=venu;" & _
"OPTION=3;"
'Connection
Dim MyConnection As New OdbcConnection(MyConString)
MyConnection.Open()
Console.WriteLine("Connection State::" & MyConnection.State.ToString)
'Drop
Console.WriteLine("Dropping table")
Dim MyCommand As New OdbcCommand()
MyCommand.Connection = MyConnection
MyCommand.CommandText = "DROP TABLE IF EXISTS my_vb_net"
MyCommand.ExecuteNonQuery()
'Create
Console.WriteLine("Creating...")
MyCommand.CommandText = "CREATE TABLE my_vb_net(id int, name varchar(30))"
MyCommand.ExecuteNonQuery()
'Insert
MyCommand.CommandText = "INSERT INTO my_vb_net VALUES(10,'venu')"
Console.WriteLine("INSERT, Total rows affected:" & _
MyCommand.ExecuteNonQuery())
'Insert
MyCommand.CommandText = "INSERT INTO my_vb_net VALUES(20,'mysql')"
Console.WriteLine("INSERT, Total rows affected:" & _
MyCommand.ExecuteNonQuery())
'Insert
MyCommand.CommandText = "INSERT INTO my_vb_net VALUES(20,'mysql')"
Console.WriteLine("INSERT, Total rows affected:" & _
MyCommand.ExecuteNonQuery())
'Insert
MyCommand.CommandText = "INSERT INTO my_vb_net VALUES(30)"
Console.WriteLine("INSERT, Total rows affected:" & _
MyCommand.ExecuteNonQuery())
'Update
MyCommand.CommandText = "UPDATE my_vb_net SET id=999 WHERE id=20"
Console.WriteLine("Update, Total rows affected:" & _
MyCommand.ExecuteNonQuery())
'COUNT(*)
MyCommand.CommandText = "SELECT COUNT(*) as TRows FROM my_vb_net"
Console.WriteLine("Total Rows:" & MyCommand.ExecuteScalar())
'Select
Console.WriteLine("Select * FROM my_vb_net")
MyCommand.CommandText = "SELECT * FROM my_vb_net"
Dim MyDataReader As OdbcDataReader
MyDataReader = MyCommand.ExecuteReader
While MyDataReader.Read
If MyDataReader("name") Is DBNull.Value Then
    Console.WriteLine("id = " & _
    CStr(MyDataReader("id")) & " name = " & _
    "NULL")
Else
    Console.WriteLine("id = " & _
    CStr(MyDataReader("id")) & " name = " & _
    CStr(MyDataReader("name")))
End If
End While
'Catch ODBC Exception
Catch MyOdbcException As OdbcException
    Console.WriteLine(MyOdbcException.ToString)
'Catch program exception
Catch MyException As Exception
    Console.WriteLine(MyException.ToString)
End Try
End Sub
5.7 Connector/ODBC Reference

This section provides reference material for the Connector/ODBC API, showing supported functions and methods, supported MySQL column types and the corresponding native type in Connector/ODBC, and the error codes returned by Connector/ODBC when a fault occurs.

5.7.1 Connector/ODBC API Reference

This section summarizes ODBC routines, categorized by functionality.


An application can call SQLGetInfo function to obtain conformance information about Connector/ODBC. To obtain information about support for a specific function in the driver, an application can call SQLGetFunctions.

**Note**

For backward compatibility, the Connector/ODBC driver supports all deprecated functions.

The following tables list Connector/ODBC API calls grouped by task:

**Table 5.5 ODBC API Calls for Connecting to a Data Source**

<table>
<thead>
<tr>
<th>Function Name</th>
<th>Connector/ODBC Supports?</th>
<th>Standard</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>SQLAllocHandle</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Obtains an environment, connection, statement, or descriptor handle</td>
</tr>
<tr>
<td>SQLConnect</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Connects to a specific driver by data source name, user ID, and password</td>
</tr>
<tr>
<td>SQLDriverConnect</td>
<td>Yes</td>
<td>ODBC</td>
<td>Connects to a specific driver by connection string or requests that the Driver Manager and driver display connection dialog boxes for the user</td>
</tr>
<tr>
<td>SQLAllocEnv</td>
<td>Yes</td>
<td>Deprecated</td>
<td>Obtains an environment handle allocated from driver.</td>
</tr>
<tr>
<td>SQLAllocConnect</td>
<td>Yes</td>
<td>Deprecated</td>
<td>Obtains a connection handle</td>
</tr>
</tbody>
</table>

**Table 5.6 ODBC API Calls for Obtaining Information about a Driver and Data Source**

<table>
<thead>
<tr>
<th>Function Name</th>
<th>Connector/ODBC Supports?</th>
<th>Standard</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>SQLDataSources</td>
<td>No</td>
<td>ISO 92</td>
<td>Returns the list of available data sources, handled by the Driver Manager</td>
</tr>
<tr>
<td>SQLDrivers</td>
<td>No</td>
<td>ODBC</td>
<td>Returns the list of installed drivers and their attributes, handles by Driver Manager</td>
</tr>
<tr>
<td>SQLGetInfo</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Returns information about a specific driver and data source.</td>
</tr>
<tr>
<td>SQLGetFunctions</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Returns supported driver functions.</td>
</tr>
<tr>
<td>SQLGetTypeInfo</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Returns information about supported data types.</td>
</tr>
</tbody>
</table>
Table 5.7 ODBC API Calls for Setting and Retrieving Driver Attributes

<table>
<thead>
<tr>
<th>Function Name</th>
<th>Connector/ODBC Supports?</th>
<th>Standard</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>SQLSetConnectAttr</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Sets a connection attribute.</td>
</tr>
<tr>
<td>SQLGetConnectAttr</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Returns the value of a connection attribute.</td>
</tr>
<tr>
<td>SQLSetConnectOption</td>
<td>Yes</td>
<td>Deprecated</td>
<td>Sets a connection option.</td>
</tr>
<tr>
<td>SQLGetConnectOption</td>
<td>Yes</td>
<td>Deprecated</td>
<td>Returns the value of a connection option.</td>
</tr>
<tr>
<td>SQLSetEnvAttr</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Sets an environment attribute.</td>
</tr>
<tr>
<td>SQLGetEnvAttr</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Returns the value of an environment attribute.</td>
</tr>
<tr>
<td>SQLSetStmtAttr</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Sets a statement attribute.</td>
</tr>
<tr>
<td>SQLGetStmtAttr</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Returns the value of a statement attribute.</td>
</tr>
<tr>
<td>SQLSetStmtOption</td>
<td>Yes</td>
<td>Deprecated</td>
<td>Sets a statement option.</td>
</tr>
<tr>
<td>SQLGetStmtOption</td>
<td>Yes</td>
<td>Deprecated</td>
<td>Returns the value of a statement option.</td>
</tr>
</tbody>
</table>

Table 5.8 ODBC API Calls for Preparing SQL Requests

<table>
<thead>
<tr>
<th>Function Name</th>
<th>Connector/ODBC Supports?</th>
<th>Standard</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>SQLAllocStmt</td>
<td>Yes</td>
<td>Deprecated</td>
<td>Allocates a statement handle.</td>
</tr>
<tr>
<td>SQLPrepare</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Prepares an SQL statement for later execution.</td>
</tr>
<tr>
<td>SQLBindParameter</td>
<td>Yes</td>
<td>ODBC</td>
<td>Assigns storage for a parameter in an SQL statement. Connector/ODBC 5.2 adds support for “out” and “inout” parameters, through the SQL_PARAM_OUTPUT or SQL_PARAM_INPUT_OUTPUT type specifiers. (“Out” and “inout” parameters are not supported for LONGTEXT and LONGBLOB columns.)</td>
</tr>
<tr>
<td>SQLGetCursorName</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Returns the cursor name associated with a statement handle.</td>
</tr>
<tr>
<td>SQLSetCursorName</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Specifies a cursor name.</td>
</tr>
<tr>
<td>SQLSetScrollOptions</td>
<td>Yes</td>
<td>ODBC</td>
<td>Sets options that control cursor behavior.</td>
</tr>
</tbody>
</table>

Table 5.9 ODBC API Calls for Submitting Requests

<table>
<thead>
<tr>
<th>Function Name</th>
<th>Connector/ODBC Supports?</th>
<th>Standard</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>SQLExecute</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Executes a prepared statement.</td>
</tr>
<tr>
<td>SQLExecDirect</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Executes a statement.</td>
</tr>
<tr>
<td>SQLNativeSql</td>
<td>Yes</td>
<td>ODBC</td>
<td>Returns the text of an SQL statement as translated by the driver.</td>
</tr>
<tr>
<td>SQLDescribeParam</td>
<td>No</td>
<td>ODBC</td>
<td>Returns the description for a specific parameter in a statement. Not supported by Connector/ODBC—the returned results should not be trusted.</td>
</tr>
<tr>
<td>SQLNumParams</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Returns the number of parameters in a statement.</td>
</tr>
<tr>
<td>SQLParamData</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Used in conjunction with SQLPutData to supply parameter data at execution time. (Useful for long data values.)</td>
</tr>
</tbody>
</table>
### Table 5.10 ODBC API Calls for Retrieving Results and Information about Results

<table>
<thead>
<tr>
<th>Function Name</th>
<th>Connector/ODBC Supports?</th>
<th>Standard</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>SQLPutData</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Sends part or all of a data value for a parameter. (Useful for long data values.)</td>
</tr>
</tbody>
</table>

### Table 5.11 ODBC API Calls for Retrieving Error or Diagnostic Information

<table>
<thead>
<tr>
<th>Function Name</th>
<th>Connector/ODBC Supports?</th>
<th>Standard</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>SQLError</td>
<td>Yes</td>
<td>Deprecated</td>
<td>Returns additional error or status information</td>
</tr>
<tr>
<td>SQLGetDiagField</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Returns additional diagnostic information (a single field of the diagnostic data structure).</td>
</tr>
<tr>
<td>SQLGetDiagRec</td>
<td>Yes</td>
<td>ISO 92</td>
<td>Returns additional diagnostic information (multiple fields of the diagnostic data structure).</td>
</tr>
</tbody>
</table>

### Table 5.12 ODBC API Calls for Obtaining Information about the Data Source's System Tables (Catalog Functions) Item

<table>
<thead>
<tr>
<th>Function Name</th>
<th>Connector/ODBC Supports?</th>
<th>Standard</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>SQLColumnPrivileges</td>
<td>Yes</td>
<td>ODBC</td>
<td>Returns a list of columns and associated privileges for one or more tables.</td>
</tr>
<tr>
<td>SQLColumns</td>
<td>Yes</td>
<td>X/Open</td>
<td>Returns the list of column names in specified tables.</td>
</tr>
<tr>
<td>SQLForeignKeys</td>
<td>Yes</td>
<td>ODBC</td>
<td>Returns a list of column names that make up foreign keys, if they exist for a specified table.</td>
</tr>
</tbody>
</table>
5.7.2 Connector/ODBC Data Types

The following table illustrates how Connector/ODBC maps the server data types to default SQL and C data types.
<table>
<thead>
<tr>
<th>Native Value</th>
<th>SQL Type</th>
<th>C Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>bigint unsigned</td>
<td>SQL_BIGINT</td>
<td>SQL_C_UBIGINT</td>
</tr>
<tr>
<td>bigint</td>
<td>SQL_BIGINT</td>
<td>SQL_C_SBIGINT</td>
</tr>
<tr>
<td>bit</td>
<td>SQL_BIT</td>
<td>SQL_C_BIT</td>
</tr>
<tr>
<td>bit</td>
<td>SQL_CHAR</td>
<td>SQL_C_CHAR</td>
</tr>
<tr>
<td>blob</td>
<td>SQL_LONGVARBINARY</td>
<td>SQL_C_BINARY</td>
</tr>
<tr>
<td>bool</td>
<td>SQL_CHAR</td>
<td>SQL_C_CHAR</td>
</tr>
<tr>
<td>char</td>
<td>SQL_CHAR</td>
<td>SQL_C_CHAR</td>
</tr>
<tr>
<td>date</td>
<td>SQL_DATE</td>
<td>SQL_C_DATE</td>
</tr>
<tr>
<td>datetime</td>
<td>SQL_TIMESTAMP</td>
<td>SQL_C_TIMESTAMP</td>
</tr>
<tr>
<td>decimal</td>
<td>SQL_DECIMAL</td>
<td>SQL_C_CHAR</td>
</tr>
<tr>
<td>double precision</td>
<td>SQL_DOUBLE</td>
<td>SQL_C_DOUBLE</td>
</tr>
<tr>
<td>double</td>
<td>SQL_FLOAT</td>
<td>SQL_C_DOUBLE</td>
</tr>
<tr>
<td>enum</td>
<td>SQL_VARCHAR</td>
<td>SQL_C_CHAR</td>
</tr>
<tr>
<td>float</td>
<td>SQL_REAL</td>
<td>SQL_C_FLOAT</td>
</tr>
<tr>
<td>int unsigned</td>
<td>SQL_INTEGER</td>
<td>SQL_C_ULONG</td>
</tr>
<tr>
<td>int</td>
<td>SQL_INTEGER</td>
<td>SQL_C_SLONG</td>
</tr>
<tr>
<td>integer unsigned</td>
<td>SQL_INTEGER</td>
<td>SQL_C_ULONG</td>
</tr>
<tr>
<td>integer</td>
<td>SQL_INTEGER</td>
<td>SQL_C_SLONG</td>
</tr>
<tr>
<td>long varbinary</td>
<td>SQL_LONGVARBINARY</td>
<td>SQL_C_BINARY</td>
</tr>
<tr>
<td>long varchar</td>
<td>SQL_LONGVARCHAR</td>
<td>SQL_C_CHAR</td>
</tr>
<tr>
<td>longblob</td>
<td>SQL_LONGVARBINARY</td>
<td>SQL_C_BINARY</td>
</tr>
<tr>
<td>longtext</td>
<td>SQL_LONGVARCHAR</td>
<td>SQL_C_CHAR</td>
</tr>
<tr>
<td>mediumblob</td>
<td>SQL_LONGVARBINARY</td>
<td>SQL_C_BINARY</td>
</tr>
<tr>
<td>mediumint unsigned</td>
<td>SQL_INTEGER</td>
<td>SQL_C_ULONG</td>
</tr>
<tr>
<td>mediumint</td>
<td>SQL_INTEGER</td>
<td>SQL_C_SLONG</td>
</tr>
<tr>
<td>mediumtext</td>
<td>SQL_LONGVARCHAR</td>
<td>SQL_C_CHAR</td>
</tr>
<tr>
<td>numeric</td>
<td>SQL_NUMERIC</td>
<td>SQL_C_CHAR</td>
</tr>
<tr>
<td>real</td>
<td>SQL_FLOAT</td>
<td>SQL_C_DOUBLE</td>
</tr>
<tr>
<td>set</td>
<td>SQL_VARCHAR</td>
<td>SQL_C_CHAR</td>
</tr>
<tr>
<td>smallint unsigned</td>
<td>SQL_SMALLINT</td>
<td>SQL_C_USSHORT</td>
</tr>
<tr>
<td>smallint</td>
<td>SQL_SMALLINT</td>
<td>SQL_C_SSHORT</td>
</tr>
<tr>
<td>text</td>
<td>SQL_LONGVARCHAR</td>
<td>SQL_C_CHAR</td>
</tr>
<tr>
<td>time</td>
<td>SQL_TIME</td>
<td>SQL_C_TIME</td>
</tr>
<tr>
<td>timestamp</td>
<td>SQL_TIMESTAMP</td>
<td>SQL_C_TIMESTAMP</td>
</tr>
<tr>
<td>tinyblob</td>
<td>SQL_LONGVARBINARY</td>
<td>SQL_C_BINARY</td>
</tr>
<tr>
<td>tinyint unsigned</td>
<td>SQL_TINYINT</td>
<td>SQL_C_UTINYINT</td>
</tr>
<tr>
<td>tinyint</td>
<td>SQL_TINYINT</td>
<td>SQL_C_SSHORT</td>
</tr>
<tr>
<td>tinytext</td>
<td>SQL_LONGVARCHAR</td>
<td>SQL_C_CHAR</td>
</tr>
<tr>
<td>varchar</td>
<td>SQL_VARCHAR</td>
<td>SQL_C_CHAR</td>
</tr>
<tr>
<td>year</td>
<td>SQL_SMALLINT</td>
<td>SQL_C_SHORT</td>
</tr>
</tbody>
</table>
### 5.7.3 Connector/ODBC Error Codes

The following tables lists the error codes returned by Connector/ODBC apart from the server errors.

#### Table 5.17 Special Error Codes Returned by Connector/ODBC

<table>
<thead>
<tr>
<th>Native Code</th>
<th>SQLSTATE 2</th>
<th>SQLSTATE 3</th>
<th>Error Message</th>
</tr>
</thead>
<tbody>
<tr>
<td>500</td>
<td>01000</td>
<td>01000</td>
<td>General warning</td>
</tr>
<tr>
<td>501</td>
<td>01004</td>
<td>01004</td>
<td>String data, right truncated</td>
</tr>
<tr>
<td>502</td>
<td>01S02</td>
<td>01S02</td>
<td>Option value changed</td>
</tr>
<tr>
<td>503</td>
<td>01S03</td>
<td>01S03</td>
<td>No rows updated/deleted</td>
</tr>
<tr>
<td>504</td>
<td>01S04</td>
<td>01S04</td>
<td>More than one row updated/deleted</td>
</tr>
<tr>
<td>505</td>
<td>01S06</td>
<td>01S06</td>
<td>Attempt to fetch before the result set returned the first row set</td>
</tr>
<tr>
<td>506</td>
<td>07001</td>
<td>07002</td>
<td>SQLBindParameter not used for all parameters</td>
</tr>
<tr>
<td>507</td>
<td>07005</td>
<td>07005</td>
<td>Prepared statement not a cursor-specification</td>
</tr>
<tr>
<td>508</td>
<td>07009</td>
<td>07009</td>
<td>Invalid descriptor index</td>
</tr>
<tr>
<td>509</td>
<td>08002</td>
<td>08002</td>
<td>Connection name in use</td>
</tr>
<tr>
<td>510</td>
<td>08003</td>
<td>08003</td>
<td>Connection does not exist</td>
</tr>
<tr>
<td>511</td>
<td>24000</td>
<td>24000</td>
<td>Invalid cursor state</td>
</tr>
<tr>
<td>512</td>
<td>25000</td>
<td>25000</td>
<td>Invalid transaction state</td>
</tr>
<tr>
<td>513</td>
<td>25S01</td>
<td>25S01</td>
<td>Transaction state unknown</td>
</tr>
<tr>
<td>514</td>
<td>34000</td>
<td>34000</td>
<td>Invalid cursor name</td>
</tr>
<tr>
<td>515</td>
<td>S1000</td>
<td>HY000</td>
<td>General driver defined error</td>
</tr>
<tr>
<td>516</td>
<td>S1001</td>
<td>HY001</td>
<td>Memory allocation error</td>
</tr>
<tr>
<td>517</td>
<td>S1002</td>
<td>HY002</td>
<td>Invalid column number</td>
</tr>
<tr>
<td>518</td>
<td>S1003</td>
<td>HY003</td>
<td>Invalid application buffer type</td>
</tr>
<tr>
<td>519</td>
<td>S1004</td>
<td>HY004</td>
<td>Invalid SQL data type</td>
</tr>
<tr>
<td>520</td>
<td>S1009</td>
<td>HY009</td>
<td>Invalid use of null pointer</td>
</tr>
<tr>
<td>521</td>
<td>S1010</td>
<td>HY010</td>
<td>Function sequence error</td>
</tr>
<tr>
<td>522</td>
<td>S1011</td>
<td>HY011</td>
<td>Attribute can not be set now</td>
</tr>
<tr>
<td>523</td>
<td>S1012</td>
<td>HY012</td>
<td>Invalid transaction operation code</td>
</tr>
<tr>
<td>524</td>
<td>S1013</td>
<td>HY013</td>
<td>Memory management error</td>
</tr>
<tr>
<td>525</td>
<td>S1015</td>
<td>HY015</td>
<td>No cursor name available</td>
</tr>
<tr>
<td>526</td>
<td>S1024</td>
<td>HY024</td>
<td>Invalid attribute value</td>
</tr>
<tr>
<td>527</td>
<td>S1090</td>
<td>HY090</td>
<td>Invalid string or buffer length</td>
</tr>
<tr>
<td>528</td>
<td>S1091</td>
<td>HY091</td>
<td>Invalid descriptor field identifier</td>
</tr>
<tr>
<td>529</td>
<td>S1092</td>
<td>HY092</td>
<td>Invalid attribute/options identifier</td>
</tr>
<tr>
<td>530</td>
<td>S1093</td>
<td>HY093</td>
<td>Invalid parameter number</td>
</tr>
<tr>
<td>531</td>
<td>S1095</td>
<td>HY095</td>
<td>Function type out of range</td>
</tr>
<tr>
<td>532</td>
<td>S1106</td>
<td>HY106</td>
<td>Fetch type out of range</td>
</tr>
<tr>
<td>533</td>
<td>S1117</td>
<td>HY117</td>
<td>Row value out of range</td>
</tr>
<tr>
<td>534</td>
<td>S1109</td>
<td>HY109</td>
<td>Invalid cursor position</td>
</tr>
<tr>
<td>535</td>
<td>S1C00</td>
<td>HYC00</td>
<td>Optional feature not implemented</td>
</tr>
</tbody>
</table>
5.8 Connector/ODBC Notes and Tips

Here are some common notes and tips for using Connector/ODBC within different environments, applications and tools. The notes provided here are based on the experiences of Connector/ODBC developers and users.

5.8.1 Connector/ODBC General Functionality

This section provides help with common queries and areas of functionality in MySQL and how to use them with Connector/ODBC.

5.8.1.1 Obtaining Auto-Increment Values

Obtaining the value of column that uses AUTO_INCREMENT after an INSERT statement can be achieved in a number of different ways. To obtain the value immediately after an INSERT, use a SELECT query with the LAST_INSERT_ID() function.

For example, using Connector/ODBC you would execute two separate statements, the INSERT statement and the SELECT query to obtain the auto-increment value.

```
INSERT INTO tbl (auto, text) VALUES(NULL, 'text');
SELECT LAST_INSERT_ID();
```

If you do not require the value within your application, but do require the value as part of another INSERT, the entire process can be handled by executing the following statements:

```
INSERT INTO tbl (auto, text) VALUES(NULL, 'text');
INSERT INTO tbl2 (id, text) VALUES(LAST_INSERT_ID(), 'text');
```

Certain ODBC applications (including Delphi and Access) may have trouble obtaining the auto-increment value using the previous examples. In this case, try the following statement as an alternative:

```
SELECT * FROM tbl WHERE auto IS NULL;
```

This alternative method requires that sql_auto_is_null variable is not set to 0. See Server System Variables.

See also How to Get the Unique ID for the Last Inserted Row.

5.8.1.2 Dynamic Cursor Support

Support for the *dynamic cursor* is provided in Connector/ODBC 3.51, but dynamic cursors are not enabled by default. You can enable this function within Windows by selecting the Enable Dynamic Cursor check box within the ODBC Data Source Administrator.

---

<table>
<thead>
<tr>
<th>Native Code</th>
<th>SQLSTATE 2</th>
<th>SQLSTATE 3</th>
<th>Error Message</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>21S01</td>
<td>21S01</td>
<td>Column count does not match value count</td>
</tr>
<tr>
<td>0</td>
<td>23000</td>
<td>23000</td>
<td>Integrity constraint violation</td>
</tr>
<tr>
<td>0</td>
<td>42000</td>
<td>42000</td>
<td>Syntax error or access violation</td>
</tr>
<tr>
<td>0</td>
<td>42S02</td>
<td>42S02</td>
<td>Base table or view not found</td>
</tr>
<tr>
<td>0</td>
<td>42S12</td>
<td>42S12</td>
<td>Index not found</td>
</tr>
<tr>
<td>0</td>
<td>42S21</td>
<td>42S21</td>
<td>Column already exists</td>
</tr>
<tr>
<td>0</td>
<td>42S22</td>
<td>42S22</td>
<td>Column not found</td>
</tr>
<tr>
<td>0</td>
<td>08S01</td>
<td>08S01</td>
<td>Communication link failure</td>
</tr>
</tbody>
</table>
On other platforms, you can enable the dynamic cursor by adding 32 to the `OPTION` value when creating the DSN.

### 5.8.1.3 Connector/ODBC Performance

The Connector/ODBC driver has been optimized to provide very fast performance. If you experience problems with the performance of Connector/ODBC, or notice a large amount of disk activity for simple queries, there are a number of aspects to check:

- Ensure that ODBC Tracing is not enabled. With tracing enabled, a lot of information is recorded in the tracing file by the ODBC Manager. You can check, and disable, tracing within Windows using the `Tracing` panel of the ODBC Data Source Administrator. Within macOS, check the `Tracing` panel of ODBC Administrator. See Section 5.5.8, “Getting an ODBC Trace File”.

- Make sure you are using the standard version of the driver, and not the debug version. The debug version includes additional checks and reporting measures.

- Disable the Connector/ODBC driver trace and query logs. These options are enabled for each DSN, so make sure to examine only the DSN that you are using in your application. Within Windows, you can disable the Connector/ODBC and query logs by modifying the DSN configuration. Within macOS and Unix, ensure that the driver trace (option value 4) and query logging (option value 524288) are not enabled.

### 5.8.1.4 Setting ODBC Query Timeout in Windows


### 5.8.2 Connector/ODBC Application-Specific Tips

Most programs should work with Connector/ODBC, but for each of those listed here, there are specific notes and tips to improve or enhance the way you work with Connector/ODBC and these applications.

With all applications, ensure that you are using the latest Connector/ODBC drivers, ODBC Manager and any supporting libraries and interfaces used by your application. For example, on Windows, using the latest version of Microsoft Data Access Components (MDAC) will improve the compatibility with ODBC in general, and with the Connector/ODBC driver.

#### 5.8.2.1 Using Connector/ODBC with Microsoft Applications

The majority of Microsoft applications have been tested with Connector/ODBC, including Microsoft Office, Microsoft Access and the various programming languages supported within ASP and Microsoft Visual Studio.

**Microsoft Access**

To improve the integration between Microsoft Access and MySQL through Connector/ODBC:

- For all versions of Access, enable the Connector/ODBC `Return matching rows` option. For Access 2.0, also enable the `Simulate ODBC 1.0` option.

- Include a `TIMESTAMP` column in all tables that you want to be able to update. For maximum portability, do not use a length specification in the column declaration (which is unsupported within MySQL in versions earlier than 4.1).

- Include a `primary key` in each MySQL table you want to use with Access. If not, new or updated rows may show up as `#DELETED#`. 
• Use only **DOUBLE** float fields. Access fails when comparing with single-precision floats. The symptom usually is that new or updated rows may show up as **#DELETED#** or that you cannot find or update rows.

• If you are using Connector/ODBC to link to a table that has a **BIGINT** column, the results are displayed as **#DELETED#**. The work around solution is:
  
  • Have one more dummy column with **TIMESTAMP** as the data type.
  
  • Select the **Change BIGINT columns to INT** option in the connection dialog in ODBC DSN Administrator.
  
  • Delete the table link from Access and re-create it.

Old records may still display as **#DELETED#**, but newly added/updated records are displayed properly.

• If you still get the error **Another user has changed your data after adding a TIMESTAMP column**, the following trick may help you:

  Do not use a **table** data sheet view. Instead, create a form with the fields you want, and use that **form** data sheet view. Set the **DefaultValue** property for the **TIMESTAMP** column to **NOW()**. Consider hiding the **TIMESTAMP** column from view so your users are not confused.

• In some cases, Access may generate SQL statements that MySQL cannot understand. You can fix this by selecting "**Query|SQLSpecific|Pass-Through**" from the Access menu.

• On Windows NT, Access reports **BLOB** columns as **OLE OBJECTS**. If you want to have **MEMO** columns instead, change **BLOB** columns to **TEXT** with **ALTER TABLE**.

• Access cannot always handle the MySQL **DATE** column properly. If you have a problem with these, change the columns to **DATETIME**.

• If you have in Access a column defined as **BYTE**, Access tries to export this as **TINYINT** instead of **TINYINT UNSIGNED**. This gives you problems if you have values larger than 127 in the column.

• If you have very large (long) tables in Access, it might take a very long time to open them. Or you might run low on virtual memory and eventually get an **ODBC Query Failed** error and the table cannot open. To deal with this, select the following options:

  • Return Matching Rows (2)
  
  • Allow BIG Results (8).

  These add up to a value of 10 (**OPTION=10**).

Some external articles and tips that may be useful when using Access, ODBC and Connector/ODBC:

• Read **How to Trap ODBC Login Error Messages in Access**

• Optimizing Access ODBC Applications

  • **Optimizing for Client/Server Performance**
  
  • **Tips for Converting Applications to Using ODBCDirect**
  
  • **Tips for Optimizing Queries on Attached SQL Tables**

**Microsoft Excel and Column Types**

If you have problems importing data into Microsoft Excel, particularly numeric, date, and time values, this is probably because of a bug in Excel, where the column type of the source data is used to
determine the data type when that data is inserted into a cell within the worksheet. The result is that Excel incorrectly identifies the content and this affects both the display format and the data when it is used within calculations.

To address this issue, use the `CONCAT()` function in your queries. The use of `CONCAT()` forces Excel to treat the value as a string, which Excel will then parse and usually correctly identify the embedded information.

However, even with this option, some data may be incorrectly formatted, even though the source data remains unchanged. Use the `Format Cells` option within Excel to change the format of the displayed information.

**Microsoft Visual Basic**

To be able to update a table, you must define a primary key for the table.

Visual Basic with ADO cannot handle big integers. This means that some queries like `SHOW PROCESSLIST` do not work properly. The fix is to use `OPTION=16384` in the ODBC connect string or to select the `Change BIGINT columns to INT` option in the Connector/ODBC connect screen. You may also want to select the `Return matching rows` option.

**Microsoft Visual InterDev**

If you have a `BIGINT` in your result, you may get the error 

```
[Microsoft][ODBC Driver Manager] Driver does not support this parameter.
```

Try selecting the `Change BIGINT columns to INT` option in the Connector/ODBC connect screen.

**Visual Objects**

Select the `Don't optimize column widths` option.

**Microsoft ADO**

When you are coding with the ADO API and Connector/ODBC, you need to pay attention to some default properties that aren't supported by the MySQL server. For example, using the `CursorLocation` property as `adUseServer` returns a result of -1 for the `RecordCount` property. To have the right value, you need to set this property to `adUseClient`, as shown in the VB code here:

```vb
Dim myconn As New ADODB.Connection
Dim myrs As New Recordset
Dim mySQL As String
Dim myrows As Long
myconn.Open "DSN=MyODBCsample"
mySQL = "SELECT * from user"
myrs.Source = mySQL
Set myrs.ActiveConnection = myconn
myrs.CursorLocation = adUseClient
myrs.Open
myrows = myrs.RecordCount
myrs.Close
myconn.Close
```

Another workaround is to use a `SELECT COUNT(*)` statement for a similar query to get the correct row count.


For information, see ActiveX Data Objects(ADO) Frequently Asked Questions.

**Using Connector/ODBC with Active Server Pages (ASP)**
Select the **Return matching rows** option in the DSN.

For more information about how to access MySQL through ASP using Connector/ODBC, refer to the following articles:

- Using MyODBC To Access Your MySQL Database Via ASP
- ASP and MySQL at DWAM.NT


**Using Connector/ODBC with Visual Basic (ADO, DAO and RDO) and ASP**

Some articles that may help with Visual Basic and ASP:

- MySQL BLOB columns and Visual Basic 6 by Mike Hillyer (<mike@openwin.org>).
- How to map Visual basic data type to MySQL types by Mike Hillyer (<mike@openwin.org>).

**5.8.2.2 Using Connector/ODBC with Borland Applications**

With all Borland applications where the Borland Database Engine (BDE) is used, follow these steps to improve compatibility:

- Update to BDE 3.2 or newer.
- Enable the **Don't optimize column widths** option in the DSN.
- Enabled the **Return matching rows** option in the DSN.

**Using Connector/ODBC with Borland Builder 4**

When you start a query, you can use the **Active** property or the **Open** method.

The **Active** property starts by automatically issuing a `SELECT * FROM ...` query. That may affect performance for large tables.

**Using Connector/ODBC with Delphi**

Also, here is some potentially useful Delphi code that sets up both an ODBC entry and a BDE entry for Connector/ODBC. The BDE entry requires a BDE Alias Editor that is free at a Delphi Super Page near you. (Thanks to Bryan Brunton <bryan@flesherfab.com> for this):

```delphi
fReg:= TRegistry.Create;
fReg.OpenKey('SOFTWARE\ODBC\ODBC.INI\DocumentsFab', True);
fReg.WriteString('Database', 'Documents');
fReg.WriteString('Description', '');
fReg.WriteString('Driver', 'C:\WINNT\System32\myodbc.dll');
fReg.WriteString('Flag', '');
fReg.WriteString('Password', '');
fReg.WriteString('Port', '');
fReg.WriteString('Server', 'xmark');
fReg.WriteString('User', 'winuser');
fReg.OpenKey('SOFTWARE\ODBC\ODBC Data Sources', True);
fReg.WriteString('DocumentsFab', 'MySQL');
fReg.CloseKey;
fReg.Free;
Memo1.Lines.Add('DATABASE NAME=');
Memo1.Lines.Add('USER NAME=');
Memo1.Lines.Add('ODBC DSN=DocumentsFab');
Memo1.Lines.Add('OPEN MODE=READ/WRITE');
Memo1.Lines.Add('BATCH COUNT=200');
Memo1.Lines.Add('LANGDRIVER=');
Memo1.Lines.Add('MAX ROWS=-1');
Memo1.Lines.Add('SCHEMA CACHE_DIR=');
```
Using Connector/ODBC with C++ Builder

Tested with BDE 3.0. The only known problem is that when the table schema changes, query fields are not updated. BDE, however, does not seem to recognize primary keys, only the index named PRIMARY, although this has not been a problem.

5.8.2.3 Using Connector/ODBC with ColdFusion

The following information is taken from the ColdFusion documentation:

Use the following information to configure ColdFusion Server for Linux to use the unixODBC driver with Connector/ODBC for MySQL data sources. You can download Connector/ODBC at https://dev.mysql.com/downloads/Connector/ODBC/. ColdFusion version 4.5.1 lets you use the ColdFusion Administrator to add the MySQL data source. However, the driver is not included with ColdFusion version 4.5.1. Before the MySQL driver appears in the ODBC data sources drop-down list, build and copy the Connector/ODBC driver to /opt/coldfusion/lib/libmyodbc.so.

The Contrib directory contains the program mydsn-xxx.zip which lets you build and remove the DSN registry file for the Connector/ODBC driver on ColdFusion applications.

For more information and guides on using ColdFusion and Connector/ODBC, see the following external sites:

- Troubleshooting Data Sources and Database Connectivity for Unix Platforms.

5.8.2.4 Using Connector/ODBC with OpenOffice.org

Open Office (http://www.openoffice.org) How-to: MySQL + OpenOffice. How-to: OpenOffice + MyODBC + unixODBC.

5.8.2.5 Using Connector/ODBC with Pervasive Software DataJunction

You have to change it to output VARCHAR rather than ENUM, as it exports the latter in a manner that causes MySQL problems.

5.8.2.6 Using Connector/ODBC with SunSystems Vision

Select the Return matching rows option.

5.8.3 Connector/ODBC and the Application Both Use OpenSSL

If Connector/ODBC is connecting securely with the MySQL server and the application using the connection makes calls itself to an OpenSSL library, the application might then fail, as two copies of the OpenSSL library will then be in use.

Note

Connector/ODBC 8.0 and higher link to OpenSSL dynamically while earlier Connector/ODBC versions link to OpenSSL statically. This solves problems related to using two OpenSSL copies from the same application.
To prevent the issue, in your application, do not allow OpenSSL initialization in one thread and the opening of a Connector/ODBC connection in another thread (which also initializes OpenSSL) to happen simultaneously. For example, use a mutex to ensure synchronization between SQLDriverConnect() or SQLConnect() calls and OpenSSL initialization. In addition to that, implement the following if possible:

- Use a build of Connector/ODBC that links (statically or dynamically) to a version of the libmysqlclient library that is in turn dynamically linked to the same OpenSSL library that the application calls.

- When creating a build of Connector/ODBC that links (statically or dynamically) to a version of the libmysqlclient library that is in turn statically linked to an OpenSSL library, do NOT export OpenSSL symbols in your build. That prevents incorrect resolution of application symbols; however, that does not prevent other issues that come with running two copies of OpenSSL code within a single application.

### 5.8.4 Connector/ODBC Errors and Resolutions (FAQ)

The following section details some common errors and their suggested fix or alternative solution. If you are still experiencing problems, use the Connector/ODBC mailing list; see Section 5.9.1, “Connector/ODBC Community Support”.

Many problems can be resolved by upgrading your Connector/ODBC drivers to the latest available release. On Windows, make sure that you have the latest versions of the Microsoft Data Access Components (MDAC) installed.

#### 64-Bit Windows and ODBC Data Source Administrator

I have installed Connector/ODBC on Windows XP x64 Edition or Windows Server 2003 R2 x64. The installation completed successfully, but the Connector/ODBC driver does not appear in ODBC Data Source Administrator.

This is not a bug, but is related to the way Windows x64 editions operate with the ODBC driver. On Windows x64 editions, the Connector/ODBC driver is installed in the %SystemRoot%\SysWOW64 folder. However, the default ODBC Data Source Administrator that is available through the Administrative Tools or Control Panel in Windows x64 Editions is located in the %SystemRoot%\system32 folder, and only searches this folder for ODBC drivers.

On Windows x64 editions, use the ODBC administration tool located at %SystemRoot%\SysWOW64\odbcad32.exe, this will correctly locate the installed Connector/ODBC drivers and enable you to create a Connector/ODBC DSN.

This issue was originally reported as Bug #20301.

#### Error 10061 (Cannot connect to server)

When connecting or using the Test button in ODBC Data Source Administrator I get error 10061 (Cannot connect to server)

This error can be raised by a number of different issues, including server problems, network problems, and firewall and port blocking problems. For more information, see Can't connect to [local] MySQL server.

"Transactions are not enabled" Error

The following error is reported when using transactions: Transactions are not enabled

This error indicates that you are trying to use transactions with a MySQL table that does not support transactions. Transactions are supported within MySQL when using the InnoDB database engine.
which is the default storage engine in MySQL 5.5 and higher. In versions of MySQL before MySQL 5.1, you may also use the BDB engine.

Check the following before continuing:

- Verify that your MySQL server supports a transactional database engine. Use `SHOW ENGINES` to obtain a list of the available engine types.
- Verify that the tables you are updating use a transactional database engine.
- Ensure that you have not enabled the `disable transactions` option in your DSN.

**DELETE**# Records Reported by Access

Access reports records as **DELETE** when inserting or updating records in linked tables.

If the inserted or updated records are shown as **DELETE** in Access, then:

- If you are using Access 2000, get and install the newest (version 2.6 or higher) Microsoft MDAC (Microsoft Data Access Components) from http://support.microsoft.com/kb/110093. This fixes a bug in Access that when you export data to MySQL, the table and column names aren't specified.

  Also, get and apply the Microsoft Jet 4.0 Service Pack 5 (SP5), which can be found at http://support.microsoft.com/default.aspx?scid=kb;EN-US;q239114. This fixes some cases where columns are marked as **DELETE** in Access.

- For all versions of Access, enable the Connector/ODBC Return matching rows option. For Access 2.0, also enable the Simulate ODBC 1.0 option.
- Include a `TIMESTAMP` in all tables that you want to be able to update.
- Include a primary key in the table. If not, new or updated rows may show up as **DELETE**.
- Use only `DOUBLE` float fields. Access fails when comparing with single-precision floats. The symptom usually is that new or updated rows may show up as **DELETE** or that you cannot find or update rows.
- If you are using Connector/ODBC to link to a table that has a `BIGINT` column, the results are displayed as **DELETE**. The work around solution is:

  - Have one more dummy column with `TIMESTAMP` as the data type.
  - Select the Change `BIGINT` columns to `INT` option in the connection dialog in ODBC DSN Administrator.
  - Delete the table link from Access and re-create it.

Old records still display as **DELETE**, but newly added/updated records are displayed properly.

**Write Conflicts or Row Location Errors**

How do I handle Write Conflicts or Row Location errors?

If you see the following errors, select the Return Matching Rows option in the DSN configuration dialog, or specify `OPTION=2`, as the connection parameter:

```
Write Conflict. Another user has changed your data.
Row cannot be located for updating. Some values may have been changed since it was last read.
```

**Importing from Access 97**

Exporting data from Access 97 to MySQL reports a Syntax Error.
This error is specific to Access 97 and versions of Connector/ODBC earlier than 3.51.02. Update to the latest version of the Connector/ODBC driver to resolve this problem.

### Importing from Microsoft DTS

Exporting data from Microsoft DTS to MySQL reports a Syntax Error.

This error occurs only with MySQL tables using the TEXT or VARCHAR data types. You can fix this error by upgrading your Connector/ODBC driver to version 3.51.02 or higher.

### SQL_NO_DATA Exception from ODBC.NET

Using ODBC.NET with Connector/ODBC, while fetching empty string (0 length), it starts giving the SQL_NO_DATA exception.

You can get the patch that addresses this problem from http://support.microsoft.com/default.aspx?scid=kb;EN-US;q319243.

### Error with SELECT COUNT(*)

Using SELECT COUNT(*) FROM tbl_name within Visual Basic and ASP returns an error.

This error occurs because the COUNT(*) expression is returning a BIGINT, and ADO cannot make sense of a number this big. Select the Change BIGINT columns to INT option (option value 16384).

### Multiple-Step Operation Error

Using the AppendChunk() or GetChunk() ADO methods, the Multiple-step operation generated errors. Check each status value error is returned.

The GetChunk() and AppendChunk() methods from ADO do not work as expected when the cursor location is specified as adUseServer. On the other hand, you can overcome this error by using adUseClient.

A simple example can be found from http://www.dwam.net/iishelp/ado/docs/adomth02_4.htm

### Modified Record Error

Access returns Another user had modified the record that you have modified while editing records on a Linked Table.

In most cases, this can be solved by doing one of the following things:

- Add a primary key for the table if one doesn’t exist.
- Add a timestamp column if one doesn’t exist.
- Only use double-precision float fields. Some programs may fail when they compare single-precision floats.

If these strategies do not help, start by making a log file from the ODBC manager (the log you get when requesting logs from ODBCADMIN) and a Connector/ODBC log to help you figure out why things go wrong. For instructions, see Section 5.5.8, “Getting an ODBC Trace File”.

### Direct Application Linking Under Unix or Linux

When linking an application directly to the Connector/ODBC library under Unix or Linux, the application crashes.

Connector/ODBC under Unix or Linux is not compatible with direct application linking. To connect to an ODBC source, use a driver manager, such as iODBC or unixODBC.
Microsoft Office and DATE or TIMESTAMP Columns

Applications in the Microsoft Office suite cannot update tables that have DATE or TIMESTAMP columns.

This is a known issue with Connector/ODBC. Ensure that the field has a default value (rather than NULL) and that the default value is nonzero (that is, something other than 0000-00-00 00:00:00).

INFORMATION_SCHEMA Database

When connecting Connector/ODBC 5.x to a MySQL 4.x server, the error 1044 Access denied for user 'xxx'@'%' to database 'information_schema' is returned.

Connector/ODBC 5.x is designed to work with MySQL 5.0 or later, taking advantage of the INFORMATION_SCHEMA database to determine data definition information. Support for MySQL 4.1 is planned for the final release.

S1T00 Error

When calling SQLTables, the error S1T00 is returned, but I cannot find this in the list of error numbers for Connector/ODBC.

The S1T00 error indicates that a general timeout has occurred within the ODBC system and is not a MySQL error. Typically it indicates that the connection you are using is stale, the server is too busy to accept your request or that the server has gone away.

"Table does not exist" Error in Access 2000

When linking to tables in Access 2000 and generating links to tables programmatically, rather than through the table designer interface, you may get errors about tables not existing.

There is a known issue with a specific version of the msjet40.dll that exhibits this issue. The version affected is 4.0.9025.0. Reverting to an older version will enable you to create the links. If you have recently updated your version, check your WINDOWS directory for the older version of the file and copy it to the drivers directory.

Batched Statements

When I try to use batched statements, the execution of the batched statements fails.

Batched statement support was added in 3.51.18. Support for batched statements is not enabled by default. Enable option FLAG_MULTI_STATEMENTS, value 67108864, or select the Allow multiple statements flag within a GUI configuration.

Packet Errors with ADODB and Excel

When connecting to a MySQL server using ADODB and Excel, occasionally the application fails to communicate with the server and the error Got an error reading communication packets appears in the error log.

This error may be related to Keyboard Logger 1.1 from PanteraSoft.com, which is known to interfere with the network communication between MySQL Connector/ODBC and MySQL.

Outer Join Error

When using some applications to access a MySQL server using Connector/ODBC and outer joins, an error is reported regarding the Outer Join Escape Sequence.

This is a known issue with MySQL Connector/ODBC which is not correctly parsing the "Outer Join Escape Sequence", as per the specs at Microsoft ODBC Specs. Currently, Connector/ODBC will return a value > 0 when asked for SQL_OJ_CAPABILITIES even though no parsing takes place in the driver to handle the outer join escape sequence.
Hebrew/CJK Characters

I can correctly store extended characters in the database (Hebrew/CJK) using Connector/ODBC 5.1, but when I retrieve the data, the text is not formatted correctly and I get garbled characters.

When using ASP and UTF8 characters, add the following to your ASP files to ensure that the data returned is correctly encoded:

```csharp
Response.CodePage = 65001
Response.CharSet = "utf-8"
```

Duplicate Entry in Installed Programs List

I have a duplicate MySQL Connector/ODBC entry within my Installed Programs list, but I cannot delete one of them.

This problem can occur when you upgrade an existing Connector/ODBC installation, rather than removing and then installing the updated version.

**Warning**

To fix the problem, use any working uninstallers to remove existing installations; then may have to edit the contents of the registry. Make sure you have a backup of your registry information before attempting any editing of the registry contents.

Values Truncated to 255 Characters

When submitting queries with parameter binding using UPDATE, my field values are being truncated to 255 characters.

Ensure that the FLAG_BIG_PACKETS option is set for your connection. This removes the 255 character limitation on bound parameters.

Disabling Data-At-Execution

Is it possible to disable data-at-execution using a flag?

If you do not want to use data-at-execution, remove the corresponding calls. For example:

```csharp
SQLLEN ylen = SQL_LEN_DATA_AT_EXEC(10);
SQLBindCol(hstmt,2,SQL_C_BINARY, buf, 10, &ylen);
```

Would become:

```csharp
SQLBindCol(hstmt,2,SQL_C_BINARY, buf, 10, NULL);
```

This example also replaced &ylen with NULL in the call to SQLBindCol().

For further information, refer to the MSDN documentation for SQLBindCol().

NULLABLE Attribute for AUTO_INCREMENT Columns

When you call SQLColumns() for a table column that is AUTO_INCREMENT, the NULLABLE column of the result set is always SQL_NULLABLE (1).

This is because MySQL reports the DEFAULT value for such a column as NULL. It means, if you insert a NULL value into the column, you will get the next integer value for the table's auto_increment counter.

5.9 Connector/ODBC Support
There are many different places where you can get support for using Connector/ODBC. Always try the Connector/ODBC Mailing List or Connector/ODBC Forum. See Section 5.9.1, “Connector/ODBC Community Support”, for help before reporting a specific bug or issue to MySQL.

5.9.1 Connector/ODBC Community Support

Community support from experienced users is also available through the ODBC Forum. You may also find help from other users in the other MySQL Forums, located at http://forums.mysql.com. See MySQL Community Support at the MySQL Forums.

5.9.2 How to Report Connector/ODBC Problems or Bugs

If you encounter difficulties or problems with Connector/ODBC, start by making a log file from the ODBC Manager (the log you get when requesting logs from ODBC ADMIN) and Connector/ODBC. The procedure for doing this is described in Section 5.5.8, “Getting an ODBC Trace File”.

Check the Connector/ODBC trace file to find out what could be wrong. Determine what statements were issued by searching for the string >mysql_real_query in the myodbc.log file.

Also, try issuing the statements from the mysql client program or from admndemo. This helps you determine whether the error is in Connector/ODBC or MySQL.

Ideally, include the following information with your bug report:

• Operating system and version
• Connector/ODBC version
• ODBC Driver Manager type and version
• MySQL server version
• ODBC trace from Driver Manager
• Connector/ODBC log file from Connector/ODBC driver
• Simple reproducible sample

The more information you supply, the more likely it is that we can fix the problem.

If you are unable to find out what is wrong, the last option is to create an archive in tar or zip format that contains a Connector/ODBC trace file, the ODBC log file, and a README file that explains the problem. Initiate a bug report for our bugs database at http://bugs.mysql.com/, then click the Files tab in the bug report for instructions on uploading the archive to the bugs database. Only MySQL engineers have access to the files you upload, and we are very discreet with the data.

If you can create a program that also demonstrates the problem, please include it in the archive as well.

If the program works with another SQL server, include an ODBC log file where you perform exactly the same SQL statements so that we can compare the results between the two systems.

Remember that the more information you can supply to us, the more likely it is that we can fix the problem.
Chapter 6 MySQL Connector/Python Developer Guide

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MySQL Connector/Python is a self-contained Python driver for communicating with MySQL servers.

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

For legal information, see the Legal Notices.

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

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

6.1 Introduction to MySQL Connector/Python
MySQL Connector/Python enables Python programs to access MySQL databases, using an API that is compliant with the Python Database API Specification v2.0 (PEP 249).

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

MySQL Connector/Python includes support for:

- Almost all features provided by MySQL Server up to and including MySQL Server version 8.0.
  
  Connector/Python 8.0 also supports X DevAPI. For documentation of the concepts and the usage of MySQL Connector/Python with X DevAPI, see X DevAPI User Guide.

- Converting parameter values back and forth between Python and MySQL data types, for example Python `datetime` and MySQL `DATETIME`. You can turn automatic conversion on for convenience, or off for optimal performance.

- All MySQL extensions to standard SQL syntax.

- Protocol compression, which enables compressing the data stream between the client and server.

- Connections using TCP/IP sockets and on Unix using Unix sockets.

- Secure TCP/IP connections using SSL.

- Self-contained driver. Connector/Python does not require the MySQL client library or any Python modules outside the standard library.

For information about which versions of Python can be used with different versions of MySQL Connector/Python, see Section 6.3, "Connector/Python Versions".

**Note**

Connector/Python does not support the old MySQL Server authentication methods, which means that MySQL versions prior to 4.1 will not work.

### 6.2 Guidelines for Python Developers

The following guidelines cover aspects of developing MySQL applications that might not be immediately obvious to developers coming from a Python background:

- For security, do not hardcode the values needed to connect and log into the database in your main script. Python has the convention of a `config.py` module, where you can keep such values separate from the rest of your code.

- Python scripts often build up and tear down large data structures in memory, up to the limits of available RAM. Because MySQL often deals with data sets that are many times larger than available memory, techniques that optimize storage space and disk I/O are especially important. For example, in MySQL tables, you typically use numeric IDs rather than string-based dictionary keys, so that the key values are compact and have a predictable length. This is especially important for columns that make up the primary key for an InnoDB table, because those column values are duplicated within each secondary index.

- Any application that accepts input must expect to handle bad data.

  The bad data might be accidental, such as out-of-range values or misformatted strings. The application can use server-side checks such as unique constraints and NOT NULL constraints, to keep the bad data from ever reaching the database. On the client side, use techniques such as exception handlers to report any problems and take corrective action.

  The bad data might also be deliberate, representing an “SQL injection” attack. For example, input values might contain quotation marks, semicolons, `%` and `_` wildcard characters and other characters.
significant in SQL statements. Validate input values to make sure they have only the expected characters. Escape any special characters that could change the intended behavior when substituted into an SQL statement. Never concatenate a user input value into an SQL statement without doing validation and escaping first. Even when accepting input generated by some other program, expect that the other program could also have been compromised and be sending you incorrect or malicious data.

- Because the result sets from SQL queries can be very large, use the appropriate method to retrieve items from the result set as you loop through them. fetchone() retrieves a single item, when you know the result set contains a single row. fetchall() retrieves all the items, when you know the result set contains a limited number of rows that can fit comfortably into memory. fetchmany() is the general-purpose method when you cannot predict the size of the result set: you keep calling it and looping through the returned items, until there are no more results to process.

- Since Python already has convenient modules such as pickle and cPickle to read and write data structures on disk, data that you choose to store in MySQL instead is likely to have special characteristics:
  - Too large to all fit in memory at one time. You use SELECT statements to query only the precise items you need, and aggregate functions to perform calculations across multiple items. You configure the innodb_buffer_pool_size option within the MySQL server to dedicate a certain amount of RAM for caching query results.
  - Too complex to be represented by a single data structure. You divide the data between different SQL tables. You can recombine data from multiple tables by using a join query. You make sure that related data is kept in sync between different tables by setting up foreign key relationships.
  - Updated frequently, perhaps by multiple users simultaneously. The updates might only affect a small portion of the data, making it wasteful to write the whole structure each time. You use the SQL INSERT, UPDATE, and DELETE statements to update different items concurrently, writing only the changed values to disk. You use InnoDB tables and transactions to keep write operations from conflicting with each other, and to return consistent query results even as the underlying data is being updated.

- Using MySQL best practices for performance can help your application to scale without requiring major rewrites and architectural changes. See Optimization for best practices for MySQL performance. It offers guidelines and tips for SQL tuning, database design, and server configuration.

- You can avoid reinventing the wheel by learning the MySQL SQL statements for common operations: operators to use in queries, techniques for bulk loading data, and so on. Some statements and clauses are extensions to the basic ones defined by the SQL standard. See Data Manipulation Statements, Data Definition Statements, and SELECT Statement for the main classes of statements.

- Issuing SQL statements from Python typically involves declaring very long, possibly multi-line string literals. Because string literals within the SQL statements could be enclosed by single quotation, double quotation marks, or contain either of those characters, for simplicity you can use Python's triple-quoting mechanism to enclose the entire statement. For example:

  ```sql
  '''It doesn't matter if this string contains 'single'
or "double" quotes, as long as there aren't 3 in a row.'''
  ```

  You can use either of the ' or " characters for triple-quoting multi-line string literals.

- Many of the secrets to a fast, scalable MySQL application involve using the right syntax at the very start of your setup procedure, in the CREATE TABLE statements. For example, Oracle recommends the ENGINE=INNODB clause for most tables, and makes InnoDB the default storage engine in MySQL 5.5 and up. Using InnoDB tables enables transactional behavior that helps scalability of read-write workloads and offers automatic crash recovery. Another recommendation is to declare
a numeric primary key for each table, which offers the fastest way to look up values and can act as a pointer to associated values in other tables (a foreign key). Also within the CREATE TABLE statement, using the most compact column data types that meet your application requirements helps performance and scalability because that enables the database server to move less data back and forth between memory and disk.

### 6.3 Connector/Python Versions

The following table summarizes the available Connector/Python versions. For series that have reached General Availability (GA) status, development releases in the series prior to the GA version are no longer supported.

<table>
<thead>
<tr>
<th>Connector/Python Version</th>
<th>MySQL Server Versions</th>
<th>Python Versions</th>
<th>Connector Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>8.0</td>
<td>8.0, 5.7, 5.6, 5.5</td>
<td>3.9, 3.8, 3.7, 3.6,</td>
<td>General Availability</td>
</tr>
<tr>
<td></td>
<td></td>
<td>(2.7 and 3.5 before</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>8.0.24)</td>
<td></td>
</tr>
<tr>
<td>2.2 (continues as 8.0)</td>
<td>5.7, 5.6, 5.5</td>
<td>3.5, 3.4, 2.7</td>
<td>Developer Milestone, No</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>releases</td>
</tr>
<tr>
<td>2.1</td>
<td>5.7, 5.6, 5.5</td>
<td>3.5, 3.4, 2.7, 2.6</td>
<td>General Availability</td>
</tr>
<tr>
<td>2.0</td>
<td>5.7, 5.6, 5.5</td>
<td>3.5, 3.4, 2.7, 2.6</td>
<td>GA, final release on 2016-10-26</td>
</tr>
<tr>
<td>1.2</td>
<td>5.7, 5.6, 5.5 (5.1,</td>
<td>3.4, 3.3, 3.2, 3.1,</td>
<td>GA, final release on 2014-08-22</td>
</tr>
<tr>
<td></td>
<td>5.0, 4.1)</td>
<td>2.7, 2.6</td>
<td></td>
</tr>
</tbody>
</table>

**Note**

MySQL Connectors and other MySQL client tools and applications now synchronize the first digit of their version number with the (highest) MySQL server version they support. For example, MySQL Connector/Python 8.0.12 would be designed to support all features of MySQL server version 8 (or lower). This change makes it easy and intuitive to decide which client version to use for which server version.

Connector/Python 8.0.4 is the first release to use the new numbering. It is the successor to Connector/Python 2.2.3.

**Note**

MySQL server and Python versions within parentheses are known to work with Connector/Python, but are not officially supported. Bugs might not get fixed for those versions.

**Note**

Connector/Python does not support the old MySQL Server authentication methods, which means that MySQL versions prior to 4.1 will not work.

### 6.4 Connector/Python Installation

Connector/Python runs on any platform where Python is installed. Python comes preinstalled on most Unix and Unix-like systems, such as Linux, macOS, and FreeBSD. On Microsoft Windows, a Python installer is available at the Python Download website. If necessary, download and install Python for Windows before attempting to install Connector/Python.
Obtaining Connector/Python

Note
Connector/Python requires python to be in the system's PATH and installation fails if python cannot be located. On Unix and Unix-like systems, python is normally located in a directory included in the default PATH setting. On Windows, if you install Python, either enable Add python.exe to Path during the installation process, or manually add the directory containing python.exe yourself.

For more information about installation and configuration of Python on Windows, see Using Python on Windows in the Python documentation.

Connector/Python implements the MySQL client/server protocol two ways:

• As pure Python; an implementation written in Python. Its dependencies are the Python Standard Library and Python Protobuf >= 3.0.0.

Note
EL7 and Ubuntu 16.04 do not provide Python Protobuf 3+ making the pure Python version unavailable on those platforms; use the C Extension variant there instead. You may have to --force the installation but may not use use_pure=True.

• As a C Extension that interfaces with the MySQL C client library. This implementation of the protocol is dependent on the client library, but can use the library provided by MySQL Server packages (see MySQL C API Implementations).

Neither implementation of the client/server protocol has any third-party dependencies. However, if you need SSL support, verify that your Python installation has been compiled using the OpenSSL libraries.

TLS Support
By default, EL8 and Debian 10 supports TLSv1.2 and later when the policy level is set to DEFAULT. To support TLSv1 and TLSv1.1, the policy needs to be changed to LEGACY. This means that a default EL8/DEB10 setup cannot make connections with TLSv1 and TLSv1.1 using the C-extension. Other platforms may change their default behavior in the future.

Installation of Connector/Python is similar on every platform and follows the standard Python Distribution Utilities or Distutils. Distributions are available in native format for some platforms, such as RPM packages for Linux.

Python terminology regarding distributions:

• Built Distribution: A package created in the native packaging format intended for a given platform. It contains both sources and platform-independent bytecode. Connector/Python binary distributions are built distributions.

• Source Distribution: A distribution that contains only source files and is generally platform independent.

6.4.1 Obtaining Connector/Python

Packages are available at the Connector/Python download site. For some packaging formats, there are different packages for different versions of Python; choose the one appropriate for the version of Python installed on your system.

6.4.2 Installing Connector/Python from a Binary Distribution

Connector/Python installers in native package formats are available for Windows and for Unix and Unix-like systems:
Installing Connector/Python from a Binary Distribution

- Windows: MSI installer package
- Linux: Yum repository for EL7 and EL8 and Fedora; RPM packages for Oracle Linux, Red Hat, and SuSE; Debian packages for Debian and Ubuntu
- macOS: Disk image package with PKG installer

You may need root or administrator privileges to perform the installation operation.

Note
Prior to Connector/Python 8.0.22, the C extension and pure Python implementations were installed using two separate binary distributions; except they were always combined for Windows and macOS. The C extension implementation had “cext” in the package name.

Binary distributions that provide the C Extension link to an already installed C client library provided by a MySQL Server installation. For those distributions that are not statically linked, you must install MySQL Server if it is not already present on your system. To obtain it, visit the MySQL download site.

Installing Connector/Python with pip

Use pip to install Connector/Python on most any operating system:

```
shell> pip install mysql-connector-python
```

Installing Connector/Python on Microsoft Windows

Managing all of your MySQL products, including MySQL Connector/Python, with MySQL Installer is the recommended approach. It handles all requirements and prerequisites, configurations, and upgrades.

Prerequisite. The Microsoft Visual C++ 2015 Redistributable must be installed on your system.

- MySQL Installer (recommended): When executing MySQL Installer, choose MySQL Connector/Python as one of the products to install. MySQL Installer installs the Windows MSI Installer described in this documentation.
- Windows MSI Installer (.msi file): To use the MSI Installer, launch it and follow the prompts in the screens it presents to install Connector/Python in the location of your choosing.

Like with MySQL Installer, subsequent executions of the Connector/Python MSI enable you to either repair or remove the existing Connector/Python installation.

Connector/Python Windows MSI Installers (.msi files) are available from the Connector/Python download site (see Section 6.4.1, “Obtaining Connector/Python”). Choose an installer appropriate for the version of Python installed on your system. As of Connector/Python 2.1.1, MSI Installers include the C Extension; it need not be installed separately.

Alternatively, to run the installer from the command line, use this command in a console window, where VER and PYVER are the respective Connector/Python and Python version numbers in the installer file name:

```
shell> msiexec /i mysql-connector-python-VER-pyPYVER.msi
```

Subsequent executions of Connector/Python using the MSI installer permit you to either repair or remove the existing Connector/Python installation.

Installing Connector/Python on Linux Using the MySQL Yum Repository

For EL7 or EL8-based platforms and Fedora, you can install Connector/Python using the MySQL Yum repository (see Installing Additional MySQL Products and Components with Yum). You must have the MySQL Yum repository on your system’s repository list (for details, see Adding the MySQL Yum Repository). To make sure that your Yum repository is up-to-date, use this command:
Installing Connector/Python from a Source Distribution

```shell
sudo yum update mysql-community-release
```

Then install Connector/Python as follows:

```shell
sudo yum install mysql-connector-python
```

Installing Connector/Python on Linux Using an RPM Package

Connector/Python Linux RPM packages (.rpm files) are available from the Connector/Python download site (see Section 6.4.1, “Obtaining Connector/Python”).

To install a Connector/Python RPM package (denoted here as PACKAGE.rpm), use this command:

```shell
rpm -i PACKAGE.rpm
```

**Note**
Prior to Connector/Python 8.0.22, the C extension implementation was a separate RPM package that contained “cext” in the name.

RPM provides a feature to verify the integrity and authenticity of packages before installing them. To learn more, see Verifying Package Integrity Using MD5 Checksums or GnuPG.

Installing Connector/Python on Linux Using a Debian Package

Connector/Python Debian packages (.deb files) are available for Debian or Debian-like Linux systems from the Connector/Python download site (see Section 6.4.1, “Obtaining Connector/Python”).

To install a Connector/Python Debian package (denoted here as PACKAGE.deb), use this command:

```shell
dpkg -i PACKAGE.deb
```

**Note**
Prior to Connector/Python 8.0.22, the C extension implementation was a separate DEB package that contained “cext” in the name.

Installing Connector/Python on macOS Using a Disk Image

Connector/Python macOS disk images (.dmg files) are available from the Connector/Python download site (see Section 6.4.1, “Obtaining Connector/Python”). As of Connector/Python 2.1.1, macOS disk images include the C Extension; it need not be installed separately.

Download the .dmg file and install Connector/Python by opening it and double clicking the resulting .pkg file.

6.4.3 Installing Connector/Python from a Source Distribution

Connector/Python source distributions are platform independent and can be used on any platform. Source distributions are packaged in two formats:

- Zip archive format (.zip file)
- Compressed tar archive format (.tar.gz file)

Either packaging format can be used on any platform, but Zip archives are more commonly used on Windows systems and tar archives on Unix and Unix-like systems.

Prerequisites for Compiling Connector/Python with the C Extension

As of Connector/Python 2.1.1, source distributions include the C Extension that interfaces with the MySQL C client library. You can build the distribution with or without support for this extension. To build Connector/Python with support for the C Extension, you must satisfy the following prerequisites.
Installing Connector/Python from a Source Distribution

Note

Python 2.7 support was removed in Connector/Python 8.0.24.

- Linux: A C/C++ compiler, such as gcc
- Protobuf C++ (version >= 3.0.0 and version < 3.12.0 on macOS) for the C extension and/or Python's protobuf package for the pure Python implementation
- Python development files
- MySQL Server installed, including development files to compile the optional C Extension that interfaces with the MySQL C client library

You must install MySQL Server if it is not already present on your system. To obtain it, visit the MySQL download site.

For certain platforms, MySQL development files are provided in separate packages. This is true for RPM and Debian packages, for example.

Installing Connector/Python from Source on Microsoft Windows

A Connector/Python Zip archive (.zip file) is available from the Connector/Python download site (see Section 6.4.1, “Obtaining Connector/Python”).

To install Connector/Python from a Zip archive, download the latest version and follow these steps:

1. Unpack the Zip archive in the intended installation directory (for example, C:\mysql-connector) using WinZip or another tool that can read .zip files.

2. Start a console window and change location to the folder where you unpacked the Zip archive:
   ```shell
   shell> cd C:\mysql-connector
   ```

3. Inside the Connector/Python folder, perform the installation using this command:
   ```shell
   shell> python setup.py install
   ```

To include the C Extension (available as of Connector/Python 2.1.1), use this command instead:

```shell
shell> python setup.py install --with-mysql-capi="path_name"
```

The argument to --with-mysql-capi is the path to the installation directory of MySQL Server.

To see all options and commands supported by setup.py, use this command:

```shell
shell> python setup.py --help
```

Installing Connector/Python from Source on Unix and Unix-Like Systems

For Unix and Unix-like systems such as Linux, Solaris, macOS, and FreeBSD, a Connector/Python tar archive (.tar.gz file) is available from the Connector/Python download site (see Section 6.4.1, “Obtaining Connector/Python”).

To install Connector/Python from a tar archive, download the latest version (denoted here as VER), and execute these commands:

```shell
shell> tar xzf mysql-connector-python-VER.tar.gz
shell> cd mysql-connector-python-VER
shell> sudo python setup.py install \   --with-protobuf-include-dir=/dir/to/protobuf/include \   --with-protobuf-lib-dir=/dir/to/protobuf/lib \   --with-protoc=/path/to/protoc/binary
```
To include the C Extension (available as of Connector/Python 2.1.1) that interfaces with the MySQL C client library, also add the `--with-mysql-capi` such as:

```shell
sudo python setup.py install \
  --with-protobuf-include-dir=/dir/to/protobuf/include \
  --with-protobuf-lib-dir=/dir/to/protobuf/lib \
  --with-protoc=/path/to/protoc/binary \
  --with-mysql-capi="path_name"
```

The argument to `--with-mysql-capi` is the path to the installation directory of MySQL Server, or the path to the `mysql_config` command.

To see all options and commands supported by `setup.py`, use this command:

```shell
python setup.py --help
```

### 6.4.4 Verifying Your Connector/Python Installation

On Windows, the default Connector/Python installation location is `C:\PythonX.Y\Lib\site-packages\`, where `X.Y` is the Python version you used to install the connector.

On Unix-like systems, the default Connector/Python installation location is `/prefix/pythonX.Y/site-packages/`, where `prefix` is the location where Python is installed and `X.Y` is the Python version. See How installation works in the Python manual.

The C Extension is installed as `_mysql_connector.so` in the `site-packages` directory, not in the `mysql/connector` directory.

Depending on your platform, the installation path might differ from the default. If you are not sure where Connector/Python is installed, do the following to determine its location. The output here shows installation locations as might be seen on macOS:

```shell
python
>>> from distutils.sysconfig import get_python_lib
>>> print get_python_lib() # Python v2.x
/Lib/Python/2.7/site-packages
>>> print(get_python_lib()) # Python v3.x
/Library/Frameworks/Python.framework/Versions/3.1/lib/python3.1/site-packages
```

To test that your Connector/Python installation is working and able to connect to MySQL Server, you can run a very simple program where you supply the login credentials and host information required for the connection. For an example, see Section 6.5.1, “Connecting to MySQL Using Connector/Python”.

### 6.5 Connector/Python Coding Examples

These coding examples illustrate how to develop Python applications and scripts which connect to MySQL Server using MySQL Connector/Python.

#### 6.5.1 Connecting to MySQL Using Connector/Python

The `connect()` constructor creates a connection to the MySQL server and returns a `MySQLConnection` object.

The following example shows how to connect to the MySQL server:

```python
import mysql.connector
cnx = mysql.connector.connect(user='scott', password='password',
                               host='127.0.0.1',
                               database='employees')
cnx.close()
```

Section 6.7.1, “Connector/Python Connection Arguments” describes the permitted connection arguments.
It is also possible to create connection objects using the `connection.MySQLConnection()` class:

```python
from mysql.connector import (connection)

cnx = connection.MySQLConnection(user='scott', password='password',
                                 host='127.0.0.1',
                                 database='employees')

cnx.close()
```

Both forms (either using the `connect()` constructor or the class directly) are valid and functionally equal, but using `connect()` is preferred and used by most examples in this manual.

To handle connection errors, use the `try` statement and catch all errors using the `errors.Error` exception:

```python
import mysql.connector
from mysql.connector import errorcode

try:
    cnx = mysql.connector.connect(user='scott',
                                   database='employ')
except mysql.connector.Error as err:
    if err.errno == errorcode.ER_ACCESS_DENIED_ERROR:
        print("Something is wrong with your user name or password")
    elif err.errno == errorcode.ER_BAD_DB_ERROR:
        print("Database does not exist")
    else:
        print(err)
else:
    cnx.close()
```

Defining connection arguments in a dictionary and using the `**` operator is another option:

```python
import mysql.connector
config = {
    'user': 'scott',
    'password': 'password',
    'host': '127.0.0.1',
    'database': 'employees',
    'raise_on_warnings': True
}

cnx = mysql.connector.connect(**config)

cnx.close()
```

### Using the Connector/Python Python or C Extension

Connector/Python offers two implementations: a pure Python interface and a C extension that uses the MySQL C client library (see The Connector/Python C Extension). This can be configured at runtime using the `use_pure` connection argument. It defaults to `False` as of MySQL 8, meaning the C extension is used. If the C extension is not available on the system then `use_pure` defaults to `True`. Setting `use_pure=False` causes the connection to use the C Extension if your Connector/Python installation includes it, while `use_pure=True` to `False` means the Python implementation is used if available.

**Note**

The `use_pure` option and C extension were added in Connector/Python 2.1.1.

The following example shows how to set `use_pure` to `False`.

```python
import mysql.connector

cnx = mysql.connector.connect(user='scott', password='password',
                                 host='127.0.0.1',
                                 database='employees',
                                 use_pure=False)

cnx.close()
```

It is also possible to use the C Extension directly by importing the `_mysql_connector` module rather than the `mysql.connector` module. For more information, see The `_mysql_connector` C Extension Module.
6.5.2 Creating Tables Using Connector/Python

All DDL (Data Definition Language) statements are executed using a handle structure known as a cursor. The following examples show how to create the tables of the Employee Sample Database. You need them for the other examples.

In a MySQL server, tables are very long-lived objects, and are often accessed by multiple applications written in different languages. You might typically work with tables that are already set up, rather than creating them within your own application. Avoid setting up and dropping tables over and over again, as that is an expensive operation. The exception is temporary tables, which can be created and dropped quickly within an application.

```python
from __future__ import print_function
import mysql.connector
from mysql.connector import errorcode

DB_NAME = 'employees'
TABLES = {}

TABLES['employees'] = (
    "CREATE TABLE `employees` ("
    "  `emp_no` int(11) NOT NULL AUTO_INCREMENT,"
    "  `birth_date` date NOT NULL,"
    "  `first_name` varchar(14) NOT NULL,"
    "  `last_name` varchar(16) NOT NULL,"
    "  `gender` enum('M','F') NOT NULL,"
    "  `hire_date` date NOT NULL,"
    "  PRIMARY KEY (`emp_no`)"
) ENGINE=InnoDB"
)

TABLES['departments'] = (
    "CREATE TABLE `departments` ("
    "  `dept_no` char(4) NOT NULL,"
    "  `dept_name` varchar(40) NOT NULL,"
    "  PRIMARY KEY (`dept_no`), UNIQUE KEY `dept_name` (`dept_name`)"
) ENGINE=InnoDB"
)

TABLES['salaries'] = (
    "CREATE TABLE `salaries` ("
    "  `emp_no` int(11) NOT NULL,"
    "  `salary` int(11) NOT NULL,"
    "  `from_date` date NOT NULL,"
    "  `to_date` date NOT NULL,"
    "  PRIMARY KEY (`emp_no`,`from_date`), KEY `emp_no` (`emp_no`),"
    "  CONSTRAINT `salaries_ibfk_1` FOREIGN KEY (`emp_no`)"
    "     REFERENCES `employees` (`emp_no`) ON DELETE CASCADE"
) ENGINE=InnoDB"
)

TABLES['dept_emp'] = (
    "CREATE TABLE `dept_emp` ("
    "  `emp_no` int(11) NOT NULL,"
    "  `dept_no` char(4) NOT NULL,"
    "  `from_date` date NOT NULL,"
    "  `to_date` date NOT NULL,"
    "  PRIMARY KEY (`emp_no`), KEY `dept_no` (`dept_no`),"
    " CONSTRAINT `dept_emp_ibfk_1` FOREIGN KEY (`emp_no`)"
    " REFERENCES `employees` (`emp_no`) ON DELETE CASCADE,"
    " CONSTRAINT `dept_emp_ibfk_2` FOREIGN KEY (`dept_no`)"
    " REFERENCES `departments` (`dept_no`) ON DELETE CASCADE"
) ENGINE=InnoDB"
)

TABLES['dept_manager'] = (
    "CREATE TABLE `dept_manager` ("
    "  `emp_no` int(11) NOT NULL,"
    "  `dept_no` char(4) NOT NULL,"
    "  `from_date` date NOT NULL,"
    "  `to_date` date NOT NULL,"
    "  PRIMARY KEY (`emp_no`), KEY `dept_no` (`dept_no`),"
    " CONSTRAINT `dept_manager_ibfk_1` FOREIGN KEY (`emp_no`)"
    " REFERENCES `employees` (`emp_no`) ON DELETE CASCADE,"
    " CONSTRAINT `dept_manager_ibfk_2` FOREIGN KEY (`dept_no`)"
    " REFERENCES `departments` (`dept_no`) ON DELETE CASCADE"
) ENGINE=InnoDB"
)
The preceding code shows how we are storing the `CREATE` statements in a Python dictionary called `TABLES`. We also define the database in a global variable called `DB_NAME`, which enables you to easily use a different schema.

```python
cnx = mysql.connector.connect(user='scott')
cursor = cnx.cursor()
```

A single MySQL server can manage multiple databases. Typically, you specify the database to switch to when connecting to the MySQL server. This example does not connect to the database upon connection, so that it can make sure the database exists, and create it if not:

```python
def create_database(cursor):
    try:
        cursor.execute("CREATE DATABASE {} DEFAULT CHARACTER SET 'utf8'".format(DB_NAME))
    except mysql.connector.Error as err:
        print("Failed creating database: ").format(err))
        exit(1)
    try:
        cursor.execute("USE {}".format(DB_NAME))
    except mysql.connector.Error as err:
        if err.errno == errorcode.ER_BAD_DB_ERROR:
            create_database(cursor)
        print("Database {} created successfully."
    else:
        print(err)
        exit(1)
```

We first try to change to a particular database using the `database` property of the connection object `cnx`. If there is an error, we examine the error number to check if the database does not exist. If so, we call the `create_database` function to create it for us.

On any other error, the application exits and displays the error message.

After we successfully create or change to the target database, we create the tables by iterating over the items of the `TABLES` dictionary:

```python
for table_name in TABLES:
    table_description = TABLES[table_name]
    try:
        print("Creating table {}: ",format(table_name), end='')
        cursor.execute(table_description)
    except mysql.connector.Error as err:
        if err.errno == errorcode.ER_TABLE_EXISTS_ERROR:
            print("already exists.")
        else:
            print(err.msg)
    else:
        print("OK")
cursor.close() cnx.close()
```

To handle the error when the table already exists, we notify the user that it was already there. Other errors are printed, but we continue creating tables. (The example shows how to handle the “table already exists” condition for illustration purposes. In a real application, we would typically avoid the error condition entirely by using the `IF NOT EXISTS` clause of the `CREATE TABLE` statement.)
The output would be something like this:

Database employees does not exist.
Database employees created successfully.
Creating table departments: already exists.
Creating table salaries: already exists.
Creating table dept_emp: OK
Creating table dept_manager: OK
Creating table titles: OK

To populate the employees tables, use the dump files of the Employee Sample Database. Note that you only need the data dump files that you will find in an archive named like employees_db-dump-files-1.0.5.tar.bz2. After downloading the dump files, execute the following commands, adding connection options to the mysql commands if necessary:

```shell
shell> tar xzf employees_db-dump-files-1.0.5.tar.bz2
shell> cd employees_db
shell> mysql employees < load_employees.dump
shell> mysql employees < load_titles.dump
shell> mysql employees < load_departments.dump
shell> mysql employees < load_salaries.dump
shell> mysql employees < load_dept_emp.dump
shell> mysql employees < load_dept_manager.dump
```

6.5.3 Inserting Data Using Connector/Python

Inserting or updating data is also done using the handler structure known as a cursor. When you use a transactional storage engine such as InnoDB (the default in MySQL 5.5 and higher), you must commit the data after a sequence of INSERT, DELETE, and UPDATE statements.

This example shows how to insert new data. The second INSERT depends on the value of the newly created primary key of the first. The example also demonstrates how to use extended formats. The task is to add a new employee starting to work tomorrow with a salary set to 50000.

Note

The following example uses tables created in the example Section 6.5.2, “Creating Tables Using Connector/Python”. The AUTO_INCREMENT column option for the primary key of the employees table is important to ensure reliable, easily searchable data.

```python
from __future__ import print_function
from datetime import date, datetime, timedelta
import mysql.connector

cnx = mysql.connector.connect(user='scott', database='employees')
cursor = cnx.cursor()
tomorrow = datetime.now().date() + timedelta(days=1)
add_employee = ("INSERT INTO employees "
  "(first_name, last_name, hire_date, gender, birth_date) "
  "VALUES (%s, %s, %s, %s, %s)"
)
add_salary = ("INSERT INTO salaries "
  "(emp_no, salary, from_date, to_date) "
  "VALUES (%(emp_no)s, %(salary)s, %(from_date)s, %(to_date)s)"
)
data_employee = ('Geert', 'Vanderkelen', tomorrow, 'M', date(1977, 6, 14))
# Insert new employee
cursor.execute(add_employee, data_employee)
emp_no = cursor.lastrowid
# Insert salary information
data_salary = {
  'emp_no': emp_no,
  'salary': 50000,
  'from_date': tomorrow,
  'to_date': date(9999, 1, 1),
}
cursor.execute(add_salary, data_salary)
# Make sure data is committed to the database
```
We first open a connection to the MySQL server and store the connection object in the variable `cnx`. We then create a new cursor, by default a `MySQLCursor` object, using the connection's `cursor()` method.

We could calculate tomorrow by calling a database function, but for clarity we do it in Python using the `datetime` module.

Both `INSERT` statements are stored in the variables called `add_employee` and `add_salary`. Note that the second `INSERT` statement uses extended Python format codes.

The information of the new employee is stored in the tuple `data_employee`. The query to insert the new employee is executed and we retrieve the newly inserted value for the `emp_no` column (an `AUTO_INCREMENT` column) using the `lastrowid` property of the cursor object.

Next, we insert the new salary for the new employee, using the `emp_no` variable in the dictionary holding the data. This dictionary is passed to the `execute()` method of the cursor object if an error occurred.

Since by default Connector/Python turns `autocommit` off, and MySQL 5.5 and higher uses transactional `InnoDB` tables by default, it is necessary to commit your changes using the connection's `commit()` method. You could also roll back using the `rollback()` method.

### 6.5.4 Querying Data Using Connector/Python

The following example shows how to query data using a cursor created using the connection’s `cursor()` method. The data returned is formatted and printed on the console.

The task is to select all employees hired in the year 1999 and print their names and hire dates to the console.

```python
import datetime
import mysql.connector

cnx = mysql.connector.connect(user='scott', database='employees')
cursor = cnx.cursor()

query = ("SELECT first_name, last_name, hire_date FROM employees " + "WHERE hire_date BETWEEN %s AND %s")
hire_start = datetime.date(1999, 1, 1)
hire_end = datetime.date(1999, 12, 31)
cursor.execute(query, (hire_start, hire_end))
for (first_name, last_name, hire_date) in cursor:
    print("{}", {} was hired on {:%d %b %Y}".format(last_name, first_name, hire_date))
cnx.close()
```

We first open a connection to the MySQL server and store the connection object in the variable `cnx`. We then create a new cursor, by default a `MySQLCursor` object, using the connection's `cursor()` method.

In the preceding example, we store the `SELECT` statement in the variable `query`. Note that we are using unquoted `%%s`-markers where dates should have been. Connector/Python converts `hire_start` and `hire_end` from Python types to a data type that MySQL understands and adds the required quotes. In this case, it replaces the first `%%s` with `'1999-01-01'`, and the second with `'1999-12-31'`.

We then execute the operation stored in the `query` variable using the `execute()` method. The data used to replace the `%%s`-markers in the query is passed as a tuple: `(hire_start, hire_end)`.

After executing the query, the MySQL server is ready to send the data. The result set could be zero rows, one row, or 100 million rows. Depending on the expected volume, you can use different techniques to process this result set. In this example, we use the `cursor` object as an iterator. The first column in the row is stored in the variable `first_name`, the second in `last_name`, and the third in `hire_date`. 

---

(cursor.close())

(cnxClose())
We print the result, formatting the output using Python's built-in `format()` function. Note that `hire_date` was converted automatically by Connector/Python to a Python `datetime.date` object. This means that we can easily format the date in a more human-readable form.

The output should be something like this:

```
Wilharm, LiMin was hired on 16 Dec 1999
Wielonsky, Lalit was hired on 16 Dec 1999
Kamble, Dannz was hired on 18 Dec 1999
DuBourdieux, Zhongwei was hired on 19 Dec 1999
Fujisawa, Rosita was hired on 20 Dec 1999
```

6.6 Connector/Python Tutorials

These tutorials illustrate how to develop Python applications and scripts that connect to a MySQL database server using MySQL Connector/Python.

6.6.1 Tutorial: Raise Employee's Salary Using a Buffered Cursor

The following example script gives a long-overdue 15% raise effective tomorrow to all employees who joined in the year 2000 and are still with the company.

To iterate through the selected employees, we use buffered cursors. (A buffered cursor fetches and buffers the rows of a result set after executing a query; see Section 6.9.6.1, “cursor.MySQLCursorBuffered Class.”) This way, it is unnecessary to fetch the rows in a new variables. Instead, the cursor can be used as an iterator.

```
from __future__ import print_function
from decimal import Decimal
import mysql.connector

# Connect with the MySQL Server
cnx = mysql.connector.connect(user='scott', database='employees')
# Get two buffered cursors
curA = cnx.cursor(buffered=True)
curB = cnx.cursor(buffered=True)
# Query to get employees who joined in a period defined by two dates
query = (
    "SELECT s.emp_no, salary, from_date, to_date FROM employees AS e 
    INNER JOIN salaries AS s USI NG (emp_no) 
    "WHERE to_date = DATE('9999-01-01') 
    "AND e.hire_date BETWEEN DATE(%s) AND DATE(%s)"
)
# Update and INSERT statements for the old and new salary
update_old_salary = (
    "UPDATE salaries SET to_date = %s 
    "WHERE emp_no = %s AND from_date = %s"
)
insert_new_salary = (
    "INSERT INTO salaries (emp_no, from_date, to_date, salary) 
    "VALUES (%s, %s, %s, %s)"
)
# Select the employees getting a raise
curA.execute(query, (date(2000, 1, 1), date(2000, 12, 31)))
# Iterate through the result of curA
for (emp_no, salary, from_date, to_date) in curA:
    # Update the old and insert the new salary
    new_salary = int(round(salary * Decimal('1.15')))
    curB.execute(update_old_salary, (to_morrow, emp_no, from_date))
    curB.execute(insert_new_salary,
                  (emp_no, tomorrow, date(9999, 1, 1), new_salary))
# Commit the changes
    cnx.commit()
    cnx.close()
```
6.7 Connector/Python Connection Establishment

Connector/Python provides a `connect()` call used to establish connections to the MySQL server. The following sections describe the permitted arguments for `connect()` and describe how to use option files that supply additional arguments.

6.7.1 Connector/Python Connection Arguments

A connection with the MySQL server can be established using either the `mysql.connector.connect()` function or the `mysql.connector.MySQLConnection()` class:

```python
cnx = mysql.connector.connect(user='joe', database='test')
cnx = MySQLConnection(user='joe', database='test')
```

The following table describes the arguments that can be used to initiate a connection. An asterisk (*) following an argument indicates a synonymous argument name, available only for compatibility with other Python MySQL drivers. Oracle recommends not to use these alternative names.

<table>
<thead>
<tr>
<th>Argument Name</th>
<th>Default</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>user(username*)</td>
<td></td>
<td>The user name used to authenticate with the MySQL server.</td>
</tr>
<tr>
<td>password(passwd*)</td>
<td></td>
<td>The password to authenticate the user with the MySQL server.</td>
</tr>
<tr>
<td>database(db*)</td>
<td></td>
<td>The database name to use when connecting with the MySQL server.</td>
</tr>
<tr>
<td>host</td>
<td>127.0.0.1</td>
<td>The host name or IP address of the MySQL server.</td>
</tr>
<tr>
<td>port</td>
<td>3306</td>
<td>The TCP/IP port of the MySQL server. Must be an integer.</td>
</tr>
<tr>
<td>unix_socket</td>
<td></td>
<td>The location of the Unix socket file.</td>
</tr>
<tr>
<td>auth_plugin</td>
<td></td>
<td>Authentication plugin to use.</td>
</tr>
<tr>
<td>use_unicode</td>
<td>True</td>
<td>Whether to use Unicode.</td>
</tr>
<tr>
<td>charset</td>
<td>utf8</td>
<td>Which MySQL character set to use.</td>
</tr>
<tr>
<td>collation</td>
<td>utf8mb4_general_ci (is utf8_general_ci in 2.x)</td>
<td>Which MySQL collation to use. The 8.x default values are generated from the latest MySQL Server 8.0 defaults.</td>
</tr>
<tr>
<td>autocommit</td>
<td>False</td>
<td>Whether to autocommit transactions.</td>
</tr>
<tr>
<td>time_zone</td>
<td></td>
<td>Set the <code>time_zone</code> session variable at connection time.</td>
</tr>
<tr>
<td>sql_mode</td>
<td></td>
<td>Set the <code>sql_mode</code> session variable at connection time.</td>
</tr>
<tr>
<td>get_warnings</td>
<td>False</td>
<td>Whether to fetch warnings.</td>
</tr>
<tr>
<td>raise_on_warnings</td>
<td>False</td>
<td>Whether to raise an exception on warnings.</td>
</tr>
<tr>
<td>connection_timeout/connect_timeout*</td>
<td></td>
<td>Timeout for the TCP and Unix socket connections.</td>
</tr>
<tr>
<td>client_flags</td>
<td></td>
<td>MySQL client flags.</td>
</tr>
<tr>
<td>buffered</td>
<td>False</td>
<td>Whether cursor objects fetch the results immediately after executing queries.</td>
</tr>
<tr>
<td>raw</td>
<td>False</td>
<td>Whether MySQL results are returned as is, rather than converted to Python types.</td>
</tr>
<tr>
<td>consume_results</td>
<td>False</td>
<td>Whether to automatically read result sets.</td>
</tr>
</tbody>
</table>
### Connector/Python Connection Arguments

<table>
<thead>
<tr>
<th>Argument Name</th>
<th>Default</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ssl_ca</td>
<td></td>
<td>File containing the SSL certificate authority.</td>
</tr>
<tr>
<td>ssl_cert</td>
<td></td>
<td>File containing the SSL certificate file.</td>
</tr>
<tr>
<td>ssl_disabled</td>
<td>False</td>
<td>True disables SSL/TLS usage. Option added in Connector/Python 2.1.7.</td>
</tr>
<tr>
<td>ssl_key</td>
<td></td>
<td>File containing the SSL key.</td>
</tr>
<tr>
<td>ssl_verify_cert</td>
<td>False</td>
<td>When set to True, checks the server certificate against the certificate file specified by the ssl_ca option. Any mismatch causes a ValueError exception.</td>
</tr>
<tr>
<td>ssl_verify_identity</td>
<td>False</td>
<td>When set to True, additionally perform host name identity verification by checking the host name that the client uses for connecting to the server against the identity in the certificate that the server sends to the client. Option added in Connector/Python 8.0.14.</td>
</tr>
<tr>
<td>force_ipv6</td>
<td>False</td>
<td>When set to True, uses IPv6 when an address resolves to both IPv4 and IPv6. By default, IPv4 is used in such cases.</td>
</tr>
<tr>
<td>dsn</td>
<td></td>
<td>Not supported (raises NotSupportedError when used).</td>
</tr>
<tr>
<td>pool_name</td>
<td></td>
<td>Connection pool name. The pool name is restricted to alphanumeric characters and the special characters ., _, *, $, and #. The pool name must be no more than pooling.CNX_POOL_MAXNAMESIZE characters long (default 64).</td>
</tr>
<tr>
<td>pool_size</td>
<td>5</td>
<td>Connection pool size. The pool size must be greater than 0 and less than or equal to pooling.CNX_POOL_MAXSIZE (default 32).</td>
</tr>
<tr>
<td>pool_reset_session</td>
<td>True</td>
<td>Whether to reset session variables when connection is returned to pool.</td>
</tr>
<tr>
<td>compress</td>
<td>False</td>
<td>Whether to use compressed client/server protocol.</td>
</tr>
<tr>
<td>converter_class</td>
<td></td>
<td>Converter class to use.</td>
</tr>
<tr>
<td>failover</td>
<td></td>
<td>Server failover sequence.</td>
</tr>
<tr>
<td>option_files</td>
<td></td>
<td>Which option files to read. Added in 2.0.0.</td>
</tr>
<tr>
<td>option_groups</td>
<td>['client', 'connector_python']</td>
<td>Which groups to read from option files. Added in 2.0.0.</td>
</tr>
<tr>
<td>allow_local_infile</td>
<td>True</td>
<td>Whether to enable LOAD DATA LOCAL INFILE. Added in 2.0.0.</td>
</tr>
<tr>
<td>use_pure</td>
<td>False as of 8.0.11, and True in earlier versions. If only one implementation (C or Python) is available, then then the default value is set to enable</td>
<td>Whether to use pure Python or C Extension. If use_pure=False and the C Extension is not available, then Connector/Python will automatically fall back to the pure Python implementation. Can be set with mysql.connector.connect() but not MySQLConnection.connect(). Added in 2.1.1.</td>
</tr>
</tbody>
</table>
### Connector/Python Connection Arguments

<table>
<thead>
<tr>
<th>Argument Name</th>
<th>Default</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>the available implementation.</td>
<td></td>
</tr>
<tr>
<td>krb_service_principal</td>
<td>The &quot;@realm&quot; defaults to the</td>
<td>Must be a string in the form &quot;primary/instance@realm&quot; such as &quot;ldap/ldapauth@MYSQL.COM&quot; where &quot;@realm&quot; is optional. Added in 8.0.23.</td>
</tr>
<tr>
<td></td>
<td>default realm, as configured in the krb5.conf file.</td>
<td></td>
</tr>
</tbody>
</table>

### MySQL Authentication Options

Authentication with MySQL uses **username** and **password**.

**Note**

MySQL Connector/Python does not support the old, less-secure password protocols of MySQL versions prior to 4.1.

When the database argument is given, the current database is set to the given value. To change the current database later, execute a USE SQL statement or set the database property of the MySQLConnection instance.

By default, Connector/Python tries to connect to a MySQL server running on the local host using TCP/IP. The host argument defaults to IP address 127.0.0.1 and port to 3306. Unix sockets are supported by setting unix_socket. Named pipes on the Windows platform are not supported.

Connector/Python 1.2.1 and up supports authentication plugins available as of MySQL 5.6. This includes mysql_clear_password and sha256_password, both of which require an SSL connection. The sha256_password plugin does not work over a non-SSL connection because Connector/Python does not support RSA encryption.

The connect() method supports an auth_plugin argument that can be used to force use of a particular plugin. For example, if the server is configured to use sha256_password by default and you want to connect to an account that authenticates using mysql_native_password, either connect using SSL or specify auth_plugin='mysql_native_password'.

### Character Encoding

By default, strings coming from MySQL are returned as Python Unicode literals. To change this behavior, set use_unicode to False. You can change the character setting for the client connection through the charset argument. To change the character set after connecting to MySQL, set the charset property of the MySQLConnection instance. This technique is preferred over using the SET NAMES SQL statement directly. Similar to the charset property, you can set the collation for the current MySQL session.

### Transactions

The autocommit value defaults to False, so transactions are not automatically committed. Call the commit() method of the MySQLConnection instance within your application after doing a set of related insert, update, and delete operations. For data consistency and high throughput for write operations, it is best to leave the autocommit configuration option turned off when using InnoDB or other transactional tables.

### Time Zones

The time zone can be set per connection using the time_zone argument. This is useful, for example, if the MySQL server is set to UTC and TIMESTAMP values should be returned by MySQL converted to the PST time zone.
SQL Modes

MySQL supports so-called SQL Modes, which change the behavior of the server globally or per connection. For example, to have warnings raised as errors, set `sql_mode` to `TRADITIONAL`. For more information, see Server SQL Modes.

Troubleshooting and Error Handling

Warnings generated by queries are fetched automatically when `get_warnings` is set to `True`. You can also immediately raise an exception by setting `raise_on_warnings` to `True`. Consider using the MySQL `sql_mode` setting for turning warnings into errors.

To set a timeout value for connections, use `connection_timeout`.

Enabling and Disabling Features Using Client Flags

MySQL uses client flags to enable or disable features. Using the `client_flags` argument, you have control of what is set. To find out what flags are available, use the following:

```python
from mysql.connector.constants import ClientFlag
print('
'.join(ClientFlag.get_full_info()))
```

If `client_flags` is not specified (that is, it is zero), defaults are used for MySQL 4.1 and higher. If you specify an integer greater than 0, make sure all flags are set properly. A better way to set and unset flags individually is to use a list. For example, to set `FOUND_ROWS`, but disable the default `LONG_FLAG`:

```python
flags = [ClientFlag.FOUND_ROWS, ~ClientFlag.LONG_FLAG]
mysql.connector.connect(client_flags=flags)
```

Result Set Handling

By default, MySQL Connector/Python does not buffer or prefetch results. This means that after a query is executed, your program is responsible for fetching the data. This avoids excessive memory use when queries return large result sets. If you know that the result set is small enough to handle all at once, you can fetch the results immediately by setting `buffered` to `True`. It is also possible to set this per cursor (see Section 6.9.2.6, “MySQLConnection.cursor() Method”).

Results generated by queries normally are not read until the client program fetches them. To automatically consume and discard result sets, set the `consume_results` option to `True`. The result is that all results are read, which for large result sets can be slow. (In this case, it might be preferable to close and reopen the connection.)

Type Conversions

By default, MySQL types in result sets are converted automatically to Python types. For example, a `DATETIME` column value becomes a `datetime.datetime` object. To disable conversion, set the `raw` option to `True`. You might do this to get better performance or perform different types of conversion yourself.

Connecting through SSL

Using SSL connections is possible when your Python installation supports SSL, that is, when it is compiled against the OpenSSL libraries. When you provide the `ssl_ca`, `ssl_key` and `ssl_cert` options, the connection switches to SSL, and the `client_flags` option includes the `ClientFlag.SSL` value automatically. You can use this in combination with the `compressed` option set to `True`.

As of Connector/Python 2.2.2, if the MySQL server supports SSL connections, Connector/Python attempts to establish a secure (encrypted) connection by default, falling back to an unencrypted connection otherwise.
From Connector/Python 1.2.1 through Connector/Python 2.2.1, it is possible to establish an SSL connection using only the `ssl_ca` option. The `ssl_key` and `ssl_cert` arguments are optional. However, when either is given, both must be given or an `AttributeError` is raised.

```python
# Note (Example is valid for Python v2 and v3)
from __future__ import print_function
import sys
#sys.path.insert(0, 'python{0}/'.format(sys.version_info[0]))
import mysql.connector
from mysql.connector.constants import ClientFlag
config = {
'user': 'ssluser',
'password': 'password',
'host': '127.0.0.1',
'client_flags': [ClientFlag.SSL],
'ssl_ca': '/opt/mysql/ssl/ca.pem',
'ssl_cert': '/opt/mysql/ssl/client-cert.pem',
'ssl_key': '/opt/mysql/ssl/client-key.pem',
}
 cnx = mysql.connector.connect(**config)
 cur = cnx.cursor(buffered=True)
 cur.execute("SHOW STATUS LIKE 'Ssl_cipher'")
 print(cur.fetchone())
 cur.close()
 cnx.close()
```

Connection Pooling

With either the `pool_name` or `pool_size` argument present, Connector/Python creates the new pool. If the `pool_name` argument is not given, the `connect()` call automatically generates the name, composed from whichever of the `host`, `port`, `user`, and `database` connection arguments are given, in that order. If the `pool_size` argument is not given, the default size is 5 connections.

The `pool_reset_session` permits control over whether session variables are reset when the connection is returned to the pool. The default is to reset them.

For additional information about connection pooling, see Section 6.8.1, “Connector/Python Connection Pooling”.

Protocol Compression

The boolean `compress` argument indicates whether to use the compressed client/server protocol (default `False`). This provides an easier alternative to setting the `ClientFlag.COMPRESS` flag. This argument is available as of Connector/Python 1.1.2.

Converter Class

The `converter_class` argument takes a class and sets it when configuring the connection. An `AttributeError` is raised if the custom converter class is not a subclass of `conversion.MySQLConverterBase`.

Server Failover

The `connect()` method accepts a `failover` argument that provides information to use for server failover in the event of connection failures. The argument value is a tuple or list of dictionaries (tuple is preferred because it is nonmutable). Each dictionary contains connection arguments for a given server in the failover sequence. Permitted dictionary values are: `user`, `password`, `host`, `port`, `unix_socket`, `database`, `pool_name`, `pool_size`. This failover option was added in Connector/Python 1.2.1.

Option File Support

As of Connector/Python 2.0.0, option files are supported using two options for `connect()`:
Connector/Python Option-File Support

- **option_files**: Which option files to read. The value can be a file path name (a string) or a sequence of path name strings. By default, Connector/Python reads no option files, so this argument must be given explicitly to cause option files to be read. Files are read in the order specified.

- **option_groups**: Which groups to read from option files, if option files are read. The value can be an option group name (a string) or a sequence of group name strings. If this argument is not given, the default value is `['client', 'connector_python']` to read the `[client]` and `[connector_python]` groups.

For more information, see Section 6.7.2, “Connector/Python Option-File Support”.

LOAD DATA LOCAL INFILE

Prior to Connector/Python 2.0.0, to enable use of **LOAD DATA LOCAL INFILE**, clients had to explicitly set the `ClientFlag.LOCAL_FILES` flag. As of 2.0.0, this flag is enabled by default. To disable it, the `allow_local_infile` connection option can be set to `False` at connect time (the default is `True`).

Compatibility with Other Connection Interfaces

`passwd`, `db` and `connect_timeout` are valid for compatibility with other MySQL interfaces and are respectively the same as `password`, `database` and `connection_timeout`. The latter take precedence. Data source name syntax or `dsn` is not used; if specified, it raises a `NotSupportedError` exception.

Client/Server Protocol Implementation

Connector/Python can use a pure Python interface to MySQL, or a C Extension that uses the MySQL C client library. The `use_pure` `mysql.connector.connect()` connection argument determines which. The default changed in Connector/Python 8 from `True` (use the pure Python implementation) to `False`. Setting `use_pure` changes the implementation used.

The `use_pure` argument is available as of Connector/Python 2.1.1. For more information about the C extension, see The Connector/Python C Extension.

6.7.2 Connector/Python Option-File Support

As of version 2.0.0, Connector/Python has the capability of reading options from option files. (For general information about option files in MySQL, see Using Option Files.) Two arguments for the `connect()` call control use of option files in Connector/Python programs:

- **option_files**: Which option files to read. The value can be a file path name (a string) or a sequence of path name strings. By default, Connector/Python reads no option files, so this argument must be given explicitly to cause option files to be read. Files are read in the order specified.

- **option_groups**: Which groups to read from option files, if option files are read. The value can be an option group name (a string) or a sequence of group name strings. If this argument is not given, the default value is `['client', 'connector_python']`, to read the `[client]` and `[connector_python]` groups.

Connector/Python also supports the `!include` and `!includedir` inclusion directives within option files. These directives work the same way as for other MySQL programs (see Using Option Files).

This example specifies a single option file as a string:

```python
cnx = mysql.connector.connect(option_files='/etc/mysql/connector.cnf')
```

This example specifies multiple option files as a sequence of strings:

```python
mysql_option_files = ['
    '/etc/mysql/connector.cnf',
    '../development.cnf',
]  
```
Connector/Python reads no option files by default, for backward compatibility with versions older than 2.0.0. This differs from standard MySQL clients such as `mysql` or `mysqldump`, which do read option files by default. To find out which option files the standard clients read on your system, invoke one of them with its `--help` option and examine the output. For example:

```shell
mysql --help
```

Default options are read from the following files in the given order:

/etc/my.cnf /etc/mysql/my.cnf /usr/local/mysql/etc/my.cnf ~/.my.cnf ...

If you specify the `option_files` connection argument to read option files, Connector/Python reads the `[client]` and `[connector_python]` option groups by default. To specify explicitly which groups to read, use the `option_groups` connection argument. The following example causes only the `[connector_python]` group to be read:

```python
cnx = mysql.connector.connect(option_files='/etc/mysql/connectors.cnf',
                             option_groups='connector_python')
```

Other connection arguments specified in the `connect()` call take precedence over options read from option files. Suppose that `/etc/mysql/connectors.cnf` contains these lines:

```
[client]
database=cpyapp
```

The following `connect()` call includes no `database` connection argument. The resulting connection uses `cpyapp`, the database specified in the option file:

```python
cnx = mysql.connector.connect(option_files='/etc/mysql/connectors.cnf')
```

By contrast, the following `connect()` call specifies a default database different from the one found in the option file. The resulting connection uses `cpyapp_dev` as the default database, not `cpyapp`:

```python
cnx2 = mysql.connector.connect(option_files='/etc/mysql/connectors.cnf',
                                database='cpyapp_dev')
```

Connector/Python raises a `ValueError` if an option file cannot be read, or has already been read. This includes files read by inclusion directives.

For the `[connector_python]` group, only options supported by Connector/Python are accepted. Unrecognized options cause a `ValueError` to be raised.

For other option groups, Connector/Python ignores unrecognized options.

It is not an error for a named option group not to exist.

Connector/Python treats option values in option files as strings and evaluates them using `eval()`. This enables specification of option values more complex than simple scalars.

### 6.8 Connector/Python Other Topics

This section describes additional Connection/Python features:

- Connection pooling: [Section 6.8.1, “Connector/Python Connection Pooling”](#)
- Django back end for MySQL: [Section 6.8.2, “Connector/Python Django Back End”](#)

#### 6.8.1 Connector/Python Connection Pooling

Simple connection pooling is supported that has these characteristics:
• The `mysql.connector.pooling` module implements pooling.

• A pool opens a number of connections and handles thread safety when providing connections to requesters.

• The size of a connection pool is configurable at pool creation time. It cannot be resized thereafter.

• A connection pool can be named at pool creation time. If no name is given, one is generated using the connection parameters.

• The connection pool name can be retrieved from the connection pool or connections obtained from it.

• It is possible to have multiple connection pools. This enables applications to support pools of connections to different MySQL servers, for example.

• For each connection request, the pool provides the next available connection. No round-robin or other scheduling algorithm is used. If a pool is exhausted, a `PoolError` is raised.

• It is possible to reconfigure the connection parameters used by a pool. These apply to connections obtained from the pool thereafter. Reconfiguring individual connections obtained from the pool by calling the connection `config()` method is not supported.

Applications that can benefit from connection-pooling capability include:

• Middleware that maintains multiple connections to multiple MySQL servers and requires connections to be readily available.

• Websites that can have more “permanent” connections open to the MySQL server.

A connection pool can be created implicitly or explicitly.

To create a connection pool implicitly: Open a connection and specify one or more pool-related arguments (`pool_name`, `pool_size`). For example:

```python
dbconfig = {
    "database": "test",
    "user":     "joe"
}
cnx = mysql.connector.connect(pool_name = "mypool",
                              pool_size = 3,
                              **dbconfig)
```

The pool name is restricted to alphanumeric characters and the special characters . , _ , *, $, and #. The pool name must be no more than `pooling.CNX_POOL_MAXNAMESIZE` characters long (default 64).

The pool size must be greater than 0 and less than or equal to `pooling.CNX_POOL_MAXSIZE` (default 32).

With either the `pool_name` or `pool_size` argument present, Connector/Python creates the new pool. If the `pool_name` argument is not given, the `connect()` call automatically generates the name, composed from whichever of the `host`, `port`, `user`, and `database` connection arguments are given, in that order. If the `pool_size` argument is not given, the default size is 5 connections.

Subsequent calls to `connect()` that name the same connection pool return connections from the existing pool. Any `pool_size` or connection parameter arguments are ignored, so the following `connect()` calls are equivalent to the original `connect()` call shown earlier:

```python
cnx = mysql.connector.connect(pool_name = "mypool", pool_size = 3)
cnx = mysql.connector.connect(pool_name = "mypool", **dbconfig)
cnx = mysql.connector.connect(pool_name = "mypool")
```

Pooled connections obtained by calling `connect()` with a pool-related argument have a class of `PooledMySQLConnection` (see Section 6.9.4, “pooling.PooledMySQLConnection Class”).
**PooledMySQLConnection** pooled connection objects are similar to **MySQLConnection** unpooled connection objects, with these differences:

- To release a pooled connection obtained from a connection pool, invoke its `close()` method, just as for any unpooled connection. However, for a pooled connection, `close()` does not actually close the connection but returns it to the pool and makes it available for subsequent connection requests.

- A pooled connection cannot be reconfigured using its `config()` method. Connection changes must be done through the pool object itself, as described shortly.

- A pooled connection has a `pool_name` property that returns the pool name.

**To create a connection pool implicitly:** Create a `MySQLConnectionPool` object (see Section 6.9.3, "pooling.MySQLConnectionPool Class"):  

```python
dbconfig = {
    "database": "test",
    "user":     "joe"
}
cnxpool = mysql.connector.pooling.MySQLConnectionPool(pool_name = "mypool",
    pool_size = 3,
    **dbconfig)
```

To request a connection from the pool, use its `get_connection()` method:

```python
cnx1 = cnxpool.get_connection()
cnx2 = cnxpool.get_connection()
```

When you create a connection pool explicitly, it is possible to use the pool object’s `set_config()` method to reconfigure the pool connection parameters:

```python
dbconfig = {
    "database": "performance_schema",
    "user":     "admin",
    "password": "password"
}
cnxpool.set_config(**dbconfig)
```

Connections requested from the pool after the configuration change use the new parameters. Connections obtained before the change remain unaffected, but when they are closed (returned to the pool) are reopened with the new parameters before being returned by the pool for subsequent connection requests.

### 6.8.2 Connector/Python Django Back End

Connector/Python includes a `mysql.connector.django` module that provides a Django back end for MySQL. This back end supports new features found as of MySQL 5.6 such as fractional seconds support for temporal data types.

**Django Configuration**

Django uses a configuration file named `settings.py` that contains a variable called `DATABASES` (see [https://docs.djangoproject.com/en/1.5/ref/settings/#std:setting-DATABASES](https://docs.djangoproject.com/en/1.5/ref/settings/#std:setting-DATABASES)). To configure Django to use Connector/Python as the MySQL back end, the example found in the Django manual can be used as a basis:

```python
DATABASES = {
    'default': {
        'NAME': 'user_data',
        'ENGINE': 'mysql.connector.django',
        'USER': 'mysql_user',
        'PASSWORD': 'password',
        'OPTIONS': {
            'autocommit': True,
        },
```
It is possible to add more connection arguments using OPTIONS.

Support for MySQL Features

Django can launch the MySQL client application mysql. When the Connector/Python back end does this, it arranges for the sql_mode system variable to be set to TRADITIONAL at startup.

Some MySQL features are enabled depending on the server version. For example, support for fractional seconds precision is enabled when connecting to a server from MySQL 5.6.4 or higher. Django's DateTimeField is stored in a MySQL column defined as DATETIME(6), and TimeField is stored as TIME(6). For more information about fractional seconds support, see Fractional Seconds in Time Values.

6.9 Connector/Python API Reference

This chapter contains the public API reference for Connector/Python. Examples should be considered working for Python 2.7, and Python 3.1 and greater. They might also work for older versions (such as Python 2.4) unless they use features introduced in newer Python versions. For example, exception handling using the as keyword was introduced in Python 2.6 and will not work in Python 2.4.

```
**Note**
Python 2.7 support was removed in Connector/Python 8.0.24.
```

The following overview shows the mysql.connector package with its modules. Currently, only the most useful modules, classes, and methods for end users are documented.

```
mysql.connector
    errorcode
    errors
    connection
    constants
    conversion
    cursor
    dbapi
    locales
    eng
    client_error
    protocol
    utils
```

6.9.1 mysql.connector Module

The mysql.connector module provides top-level methods and properties.

6.9.1.1 mysql.connector.connect() Method

This method sets up a connection, establishing a session with the MySQL server. If no arguments are given, it uses the already configured or default values. For a complete list of possible arguments, see Section 6.7.1, “Connector/Python Connection Arguments”.

A connection with the MySQL server can be established using either the mysql.connector.connect() method or the mysql.connector.MySQLConnection() class:

```
  cnx = mysql.connector.connect(user='joe', database='test')
  cnx = MySQLConnection(user='joe', database='test')
```

For descriptions of connection methods and properties, see Section 6.9.2, “connection.MySQLConnection Class”.

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6.9.1.2 mysql.connector.apilevel Property

This property is a string that indicates the supported DB API level.

```python
>>> mysql.connector.apilevel
'2.0'
```

6.9.1.3 mysql.connector.paramstyle Property

This property is a string that indicates the Connector/Python default parameter style.

```python
>>> mysql.connector.paramstyle
'pyformat'
```

6.9.1.4 mysql.connector.threadsafety Property

This property is an integer that indicates the supported level of thread safety provided by Connector/Python.

```python
>>> mysql.connector.threadsafety
1
```

6.9.1.5 mysql.connector.__version__ Property

This property indicates the Connector/Python version as a string. It is available as of Connector/Python 1.1.0.

```python
>>> mysql.connector.__version__
'1.1.0'
```

6.9.1.6 mysql.connector.__version_info__ Property

This property indicates the Connector/Python version as an array of version components. It is available as of Connector/Python 1.1.0.

```python
>>> mysql.connector.__version_info__
(1, 1, 0, 'a', 0)
```

6.9.2 connection.MySQLConnection Class

The `MySQLConnection` class is used to open and manage a connection to a MySQL server. It also used to send commands and SQL statements and read the results.

6.9.2.1 connection.MySQLConnection() Constructor

**Syntax:**

```python
cnx = MySQLConnection(**kwargs)
```

The `MySQLConnection` constructor initializes the attributes and when at least one argument is passed, it tries to connect to the MySQL server.

For a complete list of arguments, see Section 6.7.1, “Connector/Python Connection Arguments”.

6.9.2.2 MySQLConnection.close() Method
connection.MySQLConnection Class

Syntax:

```python
cnx.close()
```

close() is a synonym for disconnect(). See Section 6.9.2.20, “MySQLConnection.disconnect() Method”.

For a connection obtained from a connection pool, close() does not actually close it but returns it to the pool and makes it available for subsequent connection requests. See Section 6.8.1, “Connector/Python Connection Pooling”.

### 6.9.2.3 MySQLConnection.commit() Method

This method sends a COMMIT statement to the MySQL server, committing the current transaction. Since by default Connector/Python does not autocommit, it is important to call this method after every transaction that modifies data for tables that use transactional storage engines.

```python
>>> cursor.execute("INSERT INTO employees (first_name) VALUES (%s)", ('Jane'))
>>> cnx.commit()
```

To roll back instead and discard modifications, see the rollback() method.

### 6.9.2.4 MySQLConnection.config() Method

Syntax:

```python
cnx.config(**kwargs)
```

Configures a MySQLConnection instance after it has been instantiated. For a complete list of possible arguments, see Section 6.7.1, “Connector/Python Connection Arguments”.

Arguments:

- **kwargs**: Connection arguments.

You could use the config() method to change (for example) the user name, then call reconnect().

Example:

```python
cnx = mysql.connector.connect(user='joe', database='test')
# Connected as 'joe'
cnx.config(user='jane')
cnx.reconnect()
# Now connected as 'jane'
```

For a connection obtained from a connection pool, config() raises an exception. See Section 6.8.1, “Connector/Python Connection Pooling”.

### 6.9.2.5 MySQLConnection.connect() Method

Syntax:

```python
MySQLConnection.connect(**kwargs)
```

This method sets up a connection, establishing a session with the MySQL server. If no arguments are given, it uses the already configured or default values. For a complete list of possible arguments, see Section 6.7.1, “Connector/Python Connection Arguments”.

Arguments:

- **kwargs**: Connection arguments.
Example:

```python
cnx = MySQLConnection(user='joe', database='test')
```

For a connection obtained from a connection pool, the connection object class is `PooledMySQLConnection`. A pooled connection differs from an unpooled connection as described in Section 6.8.1, “Connector/Python Connection Pooling”.

### 6.9.2.6 MySQLConnection.cursor() Method

**Syntax:**

```python
cursor = cnx.cursor([arg=value[, arg=value]...])
```

This method returns a `MySQLCursor()` object, or a subclass of it depending on the passed arguments. The returned object is a `cursor.CursorBase` instance. For more information about cursor objects, see Section 6.9.5, “cursor.MySQLCursor Class”, and Section 6.9.6, “Subclasses cursor.MySQLCursor”.

Arguments may be passed to the `cursor()` method to control what type of cursor to create:

- If `buffered` is `True`, the cursor fetches all rows from the server after an operation is executed. This is useful when queries return small result sets. `buffered` can be used alone, or in combination with the `dictionary` or `named_tuple` argument.

  `buffered` can also be passed to `connect()` to set the default buffering mode for all cursors created from the connection object. See Section 6.7.1, “Connector/Python Connection Arguments”.

- For information about the implications of buffering, see Section 6.9.6.1, “cursor.MySQLCursorBuffered Class”.

- If `raw` is `True`, the cursor skips the conversion from MySQL data types to Python types when fetching rows. A raw cursor is usually used to get better performance or when you want to do the conversion yourself.

  `raw` can also be passed to `connect()` to set the default raw mode for all cursors created from the connection object. See Section 6.7.1, “Connector/Python Connection Arguments”.

- If `dictionary` is `True`, the cursor returns rows as dictionaries. This argument is available as of Connector/Python 2.0.0.

- If `named_tuple` is `True`, the cursor returns rows as named tuples. This argument is available as of Connector/Python 2.0.0.

- If `prepared` is `True`, the cursor is used for executing prepared statements. This argument is available as of Connector/Python 1.1.2. The C extension supports this as of Connector/Python 8.0.17.

- The `cursor_class` argument can be used to pass a class to use for instantiating a new cursor. It must be a subclass of `cursor.CursorBase`.

The returned object depends on the combination of the arguments. Examples:

- If not buffered and not raw: `MySQLCursor`

- If buffered and not raw: `MySQLCursorBuffered`

- If not buffered and raw: `MySQLCursorRaw`

- If buffered and raw: `MySQLCursorBufferedRaw`

### 6.9.2.7 MySQLConnection.cmd_change_user() Method
Changes the user using username and password. It also causes the specified database to become the default (current) database. It is also possible to change the character set using the charset argument.

Syntax:
```
 cnx.cmd_change_user(username='', password='', database='', charset=33)
```

Returns a dictionary containing the OK packet information.

### 6.9.2.8 MySQLConnection.cmd_debug() Method

Instructs the server to write debugging information to the error log. The connected user must have the SUPER privilege.

Returns a dictionary containing the OK packet information.

### 6.9.2.9 MySQLConnection.cmd_init_db() Method

Syntax:
```
 cnx.cmd_init_db(db_name)
```

This method makes specified database the default (current) database. In subsequent queries, this database is the default for table references that include no explicit database qualifier.

Returns a dictionary containing the OK packet information.

### 6.9.2.10 MySQLConnection.cmd_ping() Method

Checks whether the connection to the server is working.

This method is not to be used directly. Use ping() or is_connected() instead.

Returns a dictionary containing the OK packet information.

### 6.9.2.11 MySQLConnection.cmd_process_info() Method

This method raises the NotSupportedError exception. Instead, use the SHOW PROCESSLIST statement or query the tables found in the database INFORMATION_SCHEMA.

**Deprecation**

This MySQL Server functionality is deprecated.

### 6.9.2.12 MySQLConnection.cmd_process_kill() Method

Syntax:
```
 cnx.cmd_process_kill(mysql_pid)
```

**Deprecation**

This MySQL Server functionality is deprecated.

Asks the server to kill the thread specified by mysql_pid. Although still available, it is better to use the KILL SQL statement.

Returns a dictionary containing the OK packet information.

The following two lines have the same effect:
>>> cnx.cmd_process_kill(123)
>>> cnx.cmd_query('KILL 123')

6.9.2.13 MySQLConnection.cmd_query() Method

Syntax:

```python
cnx.cmd_query(statement)
```

This method sends the given `statement` to the MySQL server and returns a result. To send multiple statements, use the `cmd_query_iter()` method instead.

The returned dictionary contains information depending on what kind of query was executed. If the query is a `SELECT` statement, the result contains information about columns. Other statements return a dictionary containing OK or EOF packet information.

Errors received from the MySQL server are raised as exceptions. An `InterfaceError` is raised when multiple results are found.

Returns a dictionary.

6.9.2.14 MySQLConnection.cmd_query_iter() Method

Syntax:

```python
cnx.cmd_query_iter(statement)
```

Similar to the `cmd_query()` method, but returns a generator object to iterate through results. Use `cmd_query_iter()` when sending multiple statements, and separate the statements with semicolons.

The following example shows how to iterate through the results after sending multiple statements:

```python
statement = 'SELECT 1; INSERT INTO t1 VALUES (); SELECT 2'
for result in cnx.cmd_query_iter(statement):
    if 'columns' in result:
        columns = result['columns']
        rows = cnx.get_rows()
    else:
        # do something useful with INSERT result
```

Returns a generator object.

6.9.2.15 MySQLConnection.cmd_quit() Method

This method sends a `QUIT` command to the MySQL server, closing the current connection. Since there is no response from the MySQL server, the packet that was sent is returned.

6.9.2.16 MySQLConnection.cmd_refresh() Method

Syntax:

```python
cnx.cmd_refresh(options)
```

**Deprecation**

This MySQL Server functionality is deprecated.

This method flushes tables or caches, or resets replication server information. The connected user must have the `RELOAD` privilege.

The `options` argument should be a bitmask value constructed using constants from the `constants.RefreshOption` class.
For a list of options, see Section 6.9.11, “constants.RefreshOption Class”.

Example:

```python
>>> from mysql.connector import RefreshOption
>>> refresh = RefreshOption.LOG | RefreshOption.THREADS
>>> cnx.cmd_refresh(refresh)
```

6.9.2.17 MySQLConnection.cmd_reset_connection() Method

Syntax:
```
 cnx.cmd_reset_connection()
```

Resets the connection by sending a `COM_RESET_CONNECTION` command to the server to clear the session state.

This method permits the session state to be cleared without reauthenticating. For MySQL servers older than 5.7.3 (when `COM_RESET_CONNECTION` was introduced), the `reset_session()` method can be used instead. That method resets the session state by reauthenticating, which is more expensive.

This method was added in Connector/Python 1.2.1.

6.9.2.18 MySQLConnection.cmd_shutdown() Method

**Deprecation**

This MySQL Server functionality is deprecated.

Asks the database server to shut down. The connected user must have the `SHUTDOWN` privilege.

Returns a dictionary containing the OK packet information.

6.9.2.19 MySQLConnection.cmd_statistics() Method

Returns a dictionary containing information about the MySQL server including uptime in seconds and the number of running threads, questions, reloads, and open tables.

6.9.2.20 MySQLConnection.disconnect() Method

This method tries to send a `QUIT` command and close the socket. It raises no exceptions.

`MySQLConnection.close()` is a synonymous method name and more commonly used.

To shut down the connection without sending a `QUIT` command first, use `shutdown()`.

6.9.2.21 MySQLConnection.get_row() Method

This method retrieves the next row of a query result set, returning a tuple.

The tuple returned by `get_row()` consists of:

- The row as a tuple containing byte objects, or `None` when no more rows are available.
- EOF packet information as a dictionary containing `status_flag` and `warning_count`, or `None` when the row returned is not the last row.

The `get_row()` method is used by `MySQLCursor` to fetch rows.

6.9.2.22 MySQLConnection.get_rows() Method
Syntax:

cnx.get_rows(count=None)

This method retrieves all or remaining rows of a query result set, returning a tuple containing the rows as sequences and the EOF packet information. The count argument can be used to obtain a given number of rows. If count is not specified or is None, all rows are retrieved.

The tuple returned by get_rows() consists of:

- A list of tuples containing the row data as byte objects, or an empty list when no rows are available.
- EOF packet information as a dictionary containing status_flag and warning_count.

An InterfaceError is raised when all rows have been retrieved.

MySQLCursor uses the get_rows() method to fetch rows.

Returns a tuple.

6.9.2.23 MySQLConnection.get_server_info() Method

This method returns the MySQL server information verbatim as a string, for example '5.6.11-log', or None when not connected.

6.9.2.24 MySQLConnection.get_server_version() Method

This method returns the MySQL server version as a tuple, or None when not connected.

6.9.2.25 MySQLConnection.is_connected() Method

Reports whether the connection to MySQL Server is available.

This method checks whether the connection to MySQL is available using the ping() method, but unlike ping(), is_connected() returns True when the connection is available, False otherwise.

6.9.2.26 MySQLConnection.isset_client_flag() Method

Syntax:

cnx.isset_client_flag(flag)

This method returns True if the client flag was set, False otherwise.

6.9.2.27 MySQLConnection.ping() Method

Syntax:

cnx.ping(reconnect=False, attempts=1, delay=0)

Check whether the connection to the MySQL server is still available.

When reconnect is set to True, one or more attempts are made to try to reconnect to the MySQL server, and these options are forwarded to the reconnect() >method. Use the delay argument (seconds) if you want to wait between each retry.

When the connection is not available, an InterfaceError is raised. Use the is_connected() method to check the connection without raising an error.

Raises InterfaceError on errors.

6.9.2.28 MySQLConnection.reconnect() Method
Syntax:
```python
cnx.reconnect(attempts=1, delay=0)
```

Attempt to reconnect to the MySQL server.

The argument `attempts` specifies the number of times a reconnect is tried. The `delay` argument is the number of seconds to wait between each retry.

You might set the number of attempts higher and use a longer delay when you expect the MySQL server to be down for maintenance, or when you expect the network to be temporarily unavailable.

### 6.9.2.29 MySQLConnection.reset_session() Method

Syntax:
```python
cnx.reset_session(user_variables = None, session_variables = None)
```

 Resets the connection by reauthenticating to clear the session state. `user_variables`, if given, is a dictionary of user variable names and values. `session_variables`, if given, is a dictionary of system variable names and values. The method sets each variable to the given value.

Example:
```python
user_variables = {'var1': '1', 'var2': '10'}
session_variables = {'wait_timeout': 100000, 'sql_mode': 'TRADITIONAL'}
self.cnx.reset_session(user_variables, session_variables)
```

This method resets the session state by reauthenticating. For MySQL servers 5.7 or higher, the `cmd_reset_connection()` method is a more lightweight alternative.

This method was added in Connector/Python 1.2.1.

### 6.9.2.30 MySQLConnection.rollback() Method

This method sends a `ROLLBACK` statement to the MySQL server, undoing all data changes from the current transaction. By default, Connector/Python does not autocommit, so it is possible to cancel transactions when using transactional storage engines such as InnoDB.

```python
>>> cursor.execute("INSERT INTO employees (first_name) VALUES (%s)", ("Jane"))
>>> cnx.rollback()
```

To `commit` modifications, see the `commit()` method.

### 6.9.2.31 MySQLConnection.set_charset_collation() Method

Syntax:
```python
cnx.set_charset_collation(charset=None, collation=None)
```

This method sets the character set and collation to be used for the current connection. The `charset` argument can be either the name of a character set, or the numerical equivalent as defined in `constants.CharacterSet`.

When `collation` is `None`, the default collation for the character set is used.

In the following example, we set the character set to `latin1` and the collation to `latin1_swedish_ci` (the default collation for: `latin1`):

```python
>>> cnx = mysql.connector.connect(user='scott')
>>> cnx.set_charset_collation('latin1')
```
Specify a given collation as follows:

```python
>>> cnx = mysql.connector.connect(user='scott')
>>> cnx.set_charset_collation('latin1', 'latin1_general_ci')
```

### 6.9.2.32 `MySQLConnection.set_client_flags()` Method

Syntax:

```python
cnx.set_client_flags(flags)
```

This method sets the client flags to use when connecting to the MySQL server, and returns the new value as an integer. The `flags` argument can be either an integer or a sequence of valid client flag values (see Section 6.9.7, "`constants.ClientFlag Class`").

If `flags` is a sequence, each item in the sequence sets the flag when the value is positive or unsets it when negative. For example, to unset `LONG_FLAG` and set the `FOUND_ROWS` flags:

```python
>>> from mysql.connector.constants import ClientFlag
>>> cnx.set_client_flags([ClientFlag.FOUND_ROWS, -ClientFlag.LONG_FLAG])
>>> cnx.reconnect()
```

**Note**

Client flags are only set or used when connecting to the MySQL server. It is therefore necessary to reconnect after making changes.

### 6.9.2.33 `MySQLConnection.shutdown()` Method

This method closes the socket. It raises no exceptions.

Unlike `disconnect()`, `shutdown()` closes the client connection without attempting to send a `QUIT` command to the server first. Thus, it will not block if the connection is disrupted for some reason such as network failure.

`shutdown()` was added in Connector/Python 2.0.1.

### 6.9.2.34 `MySQLConnection.start_transaction()` Method

This method starts a transaction. It accepts arguments indicating whether to use a consistent snapshot, which transaction isolation level to use, and the transaction access mode:

```python
cnx.start_transaction(consistent_snapshot=bool, isolation_level=level, readonly=access_mode)
```

The default `consistent_snapshot` value is `False`. If the value is `True`, Connector/Python sends `WITH CONSISTENT SNAPSHOT` with the statement. MySQL ignores this for isolation levels for which that option does not apply.

The default `isolation_level` value is `None`, and permitted values are `'READ UNCOMMITTED'`, `'READ COMMITTED'`, `'REPEATABLE READ'`, and `'SERIALIZABLE'`. If the `isolation_level` value is `None`, no isolation level is sent, so the default level applies.

The `readonly` argument can be `True` to start the transaction in `READ ONLY` mode or `False` to start it in `READ WRITE` mode. If `readonly` is omitted, the server's default access mode is used. For details about transaction access mode, see the description for the `START TRANSACTION` statement at `START TRANSACTION, COMMIT, and ROLLBACK Statements`. If the server is older than MySQL 5.6.5, it does not support setting the access mode and Connector/Python raises a `ValueError`. 

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Invoking `start_transaction()` raises a `ProgrammingError` if invoked while a transaction is currently in progress. This differs from executing a `START TRANSACTION` SQL statement while a transaction is in progress; the statement implicitly commits the current transaction.

To determine whether a transaction is active for the connection, use the `in_transaction` property.

`start_transaction()` was added in MySQL Connector/Python 1.1.0. The `readonly` argument was added in Connector/Python 1.1.5.

### 6.9.2.35 MySQLConnection.autocommit Property

This property can be assigned a value of `True` or `False` to enable or disable the autocommit feature of MySQL. The property can be invoked to retrieve the current autocommit setting.

```
>>> cnx.autocommit
False
>>> cnx.autocommit = True
>>> cnx.autocommit
True
```

#### Note

Autocommit is disabled by default when connecting through Connector/Python. This can be enabled using the `autocommit` connection parameter.

When the autocommit is turned off, you must `commit` transactions when using transactional storage engines such as `InnoDB` or `NDBCluster`.

### 6.9.2.36 MySQLConnection.unread_results Property

Indicates whether there is an unread result. It is set to `False` if there is not an unread result, otherwise `True`. This is used by cursors to check whether another cursor still needs to retrieve its result set.

Do not set the value of this property, as only the connector should change the value. In other words, treat this as a read-only property.

### 6.9.2.37 MySQLConnection.can_consume_results Property

This property indicates the value of the `consume_results` connection parameter that controls whether result sets produced by queries are automatically read and discarded. See Section 6.7.1, “Connector/Python Connection Arguments”.

This method was added in Connector/Python 2.1.1.

### 6.9.2.38 MySQLConnection.charset Property

This property returns a string indicating which character set is used for the connection, whether or not it is connected.

### 6.9.2.39 MySQLConnection.collation Property

This property returns a string indicating which collation is used for the connection, whether or not it is connected.

### 6.9.2.40 MySQLConnection.connection_id Property

This property returns the integer connection ID (thread ID or session ID) for the current connection or `None` when not connected.

### 6.9.2.41 MySQLConnection.database Property
This property sets the current (default) database by executing a `USE` statement. The property can also be used to retrieve the current database name.

```python
>>> cnx.database = 'test'
>>> cnx.database = 'mysql'
>>> cnx.database
u'mysql'
```

Returns a string.

### 6.9.2.42 MySQLConnection.get_warnings Property

This property can be assigned a value of `True` or `False` to enable or disable whether warnings should be fetched automatically. The default is `False` (default). The property can be invoked to retrieve the current warnings setting.

Fetching warnings automatically can be useful when debugging queries. Cursors make warnings available through the method `MySQLCursor.fetchwarnings()`.

```python
>>> cnx.get_warnings = True
>>> cursor.execute('SELECT "a"+1')
>>> cursor.fetchall()
[(1.0,)]
>>> cursor.fetchwarnings()
[(u'Warning', 1292, u"Truncated incorrect DOUBLE value: 'a'" )]
```

Returns `True` or `False`.

### 6.9.2.43 MySQLConnection.in_transaction Property

This property returns `True` or `False` to indicate whether a transaction is active for the connection. The value is `True` regardless of whether you start a transaction using the `start_transaction()` API call or by directly executing an SQL statement such as `START TRANSACTION` or `BEGIN`.

```python
>>> cnx.start_transaction()
>>> cnx.in_transaction
True
>>> cnx.commit()
>>> cnx.in_transaction
False
```

`in_transaction` was added in MySQL Connector/Python 1.1.0.

### 6.9.2.44 MySQLConnection.raise_on_warnings Property

This property can be assigned a value of `True` or `False` to enable or disable whether warnings should raise exceptions. The default is `False` (default). The property can be invoked to retrieve the current exceptions setting.

Setting `raise_on_warnings` also sets `get_warnings` because warnings need to be fetched so they can be raised as exceptions.

**Note**

You might always want to set the SQL mode if you would like to have the MySQL server directly report warnings as errors (see Section 6.9.2.47, “MySQLConnection.sql_mode Property”). It is also good to use transactional engines so transactions can be rolled back when catching the exception.
Result sets needs to be fetched completely before any exception can be raised. The following example shows the execution of a query that produces a warning:

```python
>>> cnx.raise_on_warnings = True
>>> cursor.execute('SELECT "a"+1')
>>> cursor.fetchall()
.. mysql.connector.errors.DataError: 1292: Truncated incorrect DOUBLE value: 'a'
```

Returns True or False.

### 6.9.2.45 MySQLConnection.server_host Property

This read-only property returns the host name or IP address used for connecting to the MySQL server.

Returns a string.

### 6.9.2.46 MySQLConnection.server_port Property

This read-only property returns the TCP/IP port used for connecting to the MySQL server.

Returns an integer.

### 6.9.2.47 MySQLConnection.sql_mode Property

This property is used to retrieve and set the SQL Modes for the current connection. The value should be a list of different modes separated by comma (",") or a sequence of modes, preferably using the `constants.SQLMode` class.

To unset all modes, pass an empty string or an empty sequence.

```python
>>> cnx.sql_mode = 'TRADITIONAL,NO_ENGINE_SUBSTITUTION'
>>> cnx.sql_mode.split(',')
[u'STRICT_TRANS_TABLES', u'STRICT_ALL_TABLES', u'NO_ZERO_IN_DATE', u'NO_ZERO_DATE', u'ERROR_FOR_DIVISION_BY_ZERO', u'TRADITIONAL', u'NO_AUTO_CREATE_USER', u'NO_ENGINE_SUBSTITUTION']
>>> from mysql.connector.constants import SQLMode
>>> cnx.sql_mode = [ SQLMode.NO_ZERO_DATE, SQLMode.REAL_AS_FLOAT]
>>> cnx.sql_mode
u'REAL_AS_FLOAT,NO_ZERO_DATE'
```

Returns a string.

### 6.9.2.48 MySQLConnection.time_zone Property

This property is used to set or retrieve the time zone session variable for the current connection.

```python
>>> cnx.time_zone = '+00:00'
>>> cursor = cnx.cursor()  
>>> cursor.execute('SELECT NOW()') ; cursor.fetchone() 
(datetime.datetime(2012, 6, 15, 11, 24, 36),) 
>>> cnx.time_zone = '-09:00' 
>>> cursor.execute('SELECT NOW()') ; cursor.fetchone() 
(datetime.datetime(2012, 6, 15, 2, 24, 44),) 
>>> cnx.time_zone 
u'--09:00'
```

Returns a string.

### 6.9.2.49 MySQLConnection.unix_socket Property
6.9.250 MySQLConnection.user Property

This read-only property returns the user name used for connecting to the MySQL server.
Returns a string.

6.9.3 pooling.MySQLConnectionPool Class

This class provides for the instantiation and management of connection pools.

6.9.3.1 pooling.MySQLConnectionPool Constructor

Syntax:

```
MySQLConnectionPool(pool_name=None,
    pool_size=5,
    pool_reset_session=True,
    **kwargs)
```

This constructor instantiates an object that manages a connection pool.

Arguments:

- **pool_name**: The pool name. If this argument is not given, Connector/Python automatically
generates the name, composed from whichever of the `host`, `port`, `user`, and `database`
connection arguments are given in `kwargs`, in that order.

  It is not an error for multiple pools to have the same name. An application that must distinguish pools
by their `pool_name` property should create each pool with a distinct name.

- **pool_size**: The pool size. If this argument is not given, the default is 5.

- **pool_reset_session**: Whether to reset session variables when the connection is returned to the
pool. This argument was added in Connector/Python 1.1.5. Before 1.1.5, session variables are not
reset.

- **kwargs**: Optional additional connection arguments, as described in Section 6.7.1, "Connector/
Python Connection Arguments".

Example:

```
import mysql.connector

dbconfig = {
    "database": "test",
    "user": "joe",
}

cnxpool = mysql.connector.pooling.MySQLConnectionPool(pool_name = "mypool",
    pool_size = 3,
    **dbconfig)
```

6.9.3.2 MySQLConnectionPool.add_connection() Method

Syntax:

```
cnxpool.add_connection(cnx = None)
```

This method adds a new or existing MySQLConnection to the pool, or raises a PoolError if the pool
is full.

Arguments:
• `cnx`: The `MySQLConnection` object to be added to the pool. If this argument is missing, the pool creates a new connection and adds it.

Example:
```python
cnxpool.add_connection()  # add new connection to pool
cnxpool.add_connection(cnx)  # add existing connection to pool
```

### 6.9.3.3 `MySQLConnectionPool.get_connection()` Method

**Syntax:**
```python
cnxpool.get_connection()
```

This method returns a connection from the pool, or raises a `PoolError` if no connections are available.

Example:
```python
cnx = cnxpool.get_connection()
```

### 6.9.3.4 `MySQLConnectionPool.set_config()` Method

**Syntax:**
```python
cnxpool.set_config(**kwargs)
```

This method sets the configuration parameters for connections in the pool. Connections requested from the pool after the configuration change use the new parameters. Connections obtained before the change remain unaffected, but when they are closed (returned to the pool) are reopened with the new parameters before being returned by the pool for subsequent connection requests.

**Arguments:**
- `kwargs`: Connection arguments.

Example:
```python
dbconfig = {
    "database": "performance_schema",
    "user": "admin",
    "password": "password",
}
cnxpool.set_config(**dbconfig)
```

### 6.9.3.5 `MySQLConnectionPool.pool_name` Property

**Syntax:**
```python
cnxpool.pool_name
```

This property returns the connection pool name.

Example:
```python
name = cnxpool.pool_name
```

### 6.9.4 `pooling.PooledMySQLConnection` Class

This class is used by `MySQLConnectionPool` to return a pooled connection instance. It is also the class used for connections obtained with calls to the `connect()` method that name a connection pool (see Section 6.8.1, “Connector/Python Connection Pooling”).

`PooledMySQLConnection` pooled connection objects are similar to `MySQLConnection` unpooled connection objects, with these differences:
To release a pooled connection obtained from a connection pool, invoke its `close()` method, just as for any unpooled connection. However, for a pooled connection, `close()` does not actually close the connection but returns it to the pool and makes it available for subsequent connection requests.

A pooled connection cannot be reconfigured using its `config()` method. Connection changes must be done through the pool object itself, as described by Section 6.8.1, “Connector/Python Connection Pooling”.

A pooled connection has a `pool_name` property that returns the pool name.

### 6.9.4.1 pooling.PooledMySQLConnection Constructor

Syntax:

```python
PooledMySQLConnection(cnxpool, cnx)
```

This constructor takes connection pool and connection arguments and returns a pooled connection. It is used by the `MySQLConnectionPool` class.

Arguments:

- `cnxpool`: A `MySQLConnectionPool` instance.
- `cnx`: A `MySQLConnection` instance.

Example:

```python
pcnx = mysql.connector.pooling.PooledMySQLConnection(cnxpool, cnx)
```

### 6.9.4.2 PooledMySQLConnection.close() Method

Syntax:

```python
cnx.close()
```

Returns a pooled connection to its connection pool.

For a pooled connection, `close()` does not actually close it but returns it to the pool and makes it available for subsequent connection requests.

If the pool configuration parameters are changed, a returned connection is closed and reopened with the new configuration before being returned from the pool again in response to a connection request.

### 6.9.4.3 PooledMySQLConnection.config() Method

For pooled connections, the `config()` method raises a `PoolError` exception. Configuration for pooled connections should be done using the pool object.

### 6.9.4.4 PooledMySQLConnection.pool_name Property

Syntax:

```python
cnx.pool_name
```

This property returns the name of the connection pool to which the connection belongs.

Example:

```python
cnx = cnxpool.get_connection()
name = cnx.pool_name
```

### 6.9.5 cursor.MySQLCursor Class
The **MySQLCursor** class instantiates objects that can execute operations such as SQL statements. Cursor objects interact with the MySQL server using a **MySQLConnection** object.

To create a cursor, use the `cursor()` method of a connection object:

```python
import mysql.connector
.cnx = mysql.connector.connect(database='world')
cursor = cnx.cursor()
```

Several related classes inherit from **MySQLCursor**. To create a cursor of one of these types, pass the appropriate arguments to `cursor()`:

- **MySQLCursorBuffered** creates a buffered cursor. See Section 6.9.6.1, “cursor.MySQLCursorBuffered Class”.
  ```python
cursor = cnx.cursor(buffered=True)
```

- **MySQLCursorRaw** creates a raw cursor. See Section 6.9.6.2, “cursor.MySQLCursorRaw Class”.
  ```python
cursor = cnx.cursor(raw=True)
```

- **MySQLCursorBufferedRaw** creates a buffered raw cursor. See Section 6.9.6.3, “cursor.MySQLCursorBufferedRaw Class”.
  ```python
cursor = cnx.cursor(raw=True, buffered=True)
```

- **MySQLCursorDict** creates a cursor that returns rows as dictionaries. See Section 6.9.6.4, “cursor.MySQLCursorDict Class”.
  ```python
cursor = cnx.cursor(dictionary=True)
```

- **MySQLCursorBufferedDict** creates a buffered cursor that returns rows as dictionaries. See Section 6.9.6.5, “cursor.MySQLCursorBufferedDict Class”.
  ```python
cursor = cnx.cursor(dictionary=True, buffered=True)
```

- **MySQLCursorNamedTuple** creates a cursor that returns rows as named tuples. See Section 6.9.6.6, “cursor.MySQLCursorNamedTuple Class”.
  ```python
cursor = cnx.cursor(named_tuple=True)
```

- **MySQLCursorBufferedNamedTuple** creates a buffered cursor that returns rows as named tuples. See Section 6.9.6.7, “cursor.MySQLCursorBufferedNamedTuple Class”.
  ```python
cursor = cnx.cursor(named_tuple=True, buffered=True)
```

- **MySQLCursorPrepared** creates a cursor for executing prepared statements. See Section 6.9.6.8, “cursor.MySQLCursorPrepared Class”.
  ```python
cursor = cnx.cursor(prepared=True)
```

### 6.9.5.1 cursor.MySQLCursor Constructor

In most cases, the **MySQLConnection** `cursor()` method is used to instantiate a **MySQLCursor** object:

```python
import mysql.connector
.cnx = mysql.connector.connect(database='world')
cursor = cnx.cursor()
```

It is also possible to instantiate a cursor by passing a **MySQLConnection** object to **MySQLCursor**:

```python
import mysql.connector
from mysql.connector.cursor import MySQLCursor
.cnx = mysql.connector.connect(database='world')
cursor = MySQLCursor(cnx)
```
The connection argument is optional. If omitted, the cursor is created but its `execute()` method raises an exception.

### 6.9.5.2 MySQLCursor.callproc() Method

**Syntax:**
```python
result_args = cursor.callproc(proc_name, args=())
```

This method calls the stored procedure named by the `proc_name` argument. The `args` sequence of parameters must contain one entry for each argument that the procedure expects. `callproc()` returns a modified copy of the input sequence. Input parameters are left untouched. Output and input/output parameters may be replaced with new values.

Result sets produced by the stored procedure are automatically fetched and stored as `MySQLCursorBuffered` instances. For more information about using these result sets, see `stored_results()`.

Suppose that a stored procedure takes two parameters, multiplies the values, and returns the product:

```sql
CREATE PROCEDURE multiply(IN pFac1 INT, IN pFac2 INT, OUT pProd INT)
BEGIN
  SET pProd := pFac1 * pFac2;
END;
```

The following example shows how to execute the `multiply()` procedure:

```python
>>> args = (5, 6, 0) # 0 is to hold value of the OUT parameter pProd
>>> cursor.callproc('multiply', args)
('5', '6', 30L)
```

Connector/Python 1.2.1 and up permits parameter types to be specified. To do this, specify a parameter as a two-item tuple consisting of the parameter value and type. Suppose that a procedure `sp1()` has this definition:

```sql
CREATE PROCEDURE sp1(IN pStr1 VARCHAR(20), IN pStr2 VARCHAR(20),
                        OUT pConCat VARCHAR(100))
BEGIN
  SET pConCat := CONCAT(pStr1, pStr2);
END;
```

To execute this procedure from Connector/Python, specifying a type for the `OUT` parameter, do this:

```python
args = ('ham', 'eggs', (0, 'CHAR'))
result_args = cursor.callproc('sp1', args)
print(result_args[2])
```

### 6.9.5.3 MySQLCursor.close() Method

**Syntax:**
```python
cursor.close()
```

Use `close()` when you are done using a cursor. This method closes the cursor, resets all results, and ensures that the cursor object has no reference to its original connection object.

### 6.9.5.4 MySQLCursor.execute() Method

**Syntax:**
```python
cursor.execute(operation, params=None, multi=False)
iterator = cursor.execute(operation, params=None, multi=True)
```

This method executes the given database `operation` (query or command). The parameters found in the tuple or dictionary `params` are bound to the variables in the operation. Specify variables using
%s or %(name)s parameter style (that is, using format or pyformat style). execute() returns an iterator if multi is True.

Note

In Python, a tuple containing a single value must include a comma. For example, ('abc') is evaluated as a scalar while ('abc,') is evaluated as a tuple.

This example inserts information about a new employee, then selects the data for that person. The statements are executed as separate execute() operations:

```python
insert_stmt = ('INSERT INTO employees (emp_no, first_name, last_name, hire_date) VALUES (%s, %s, %s, %s)
')
data = (2, 'Jane', 'Doe', datetime.date(2012, 3, 23))
cursor.execute(insert_stmt, data)
select_stmt = 'SELECT * FROM employees WHERE emp_no = %(emp_no)s'
cursor.execute(select_stmt, { 'emp_no': 2 })
```

The data values are converted as necessary from Python objects to something MySQL understands. In the preceding example, the datetime.date() instance is converted to '2012-03-23'.

If multi is set to True, execute() is able to execute multiple statements specified in the operation string. It returns an iterator that enables processing the result of each statement. However, using parameters does not work well in this case, and it is usually a good idea to execute each statement on its own.

The following example selects and inserts data in a single execute() operation and displays the result of each statement:

```python
operation = 'SELECT 1; INSERT INTO t1 VALUES (); SELECT 2'
for result in cursor.execute(operation, multi=True):
    if result.with_rows:
        print("Rows produced by statement '{}':".format(result.statement))
        print(result.fetchall())
    else:
        print("Number of rows affected by statement '{}': {}".format(result.statement, result.rowcount))
```

If the connection is configured to fetch warnings, warnings generated by the operation are available through the MySQLCursor.fetchwarnings() method.

### 6.9.5.5 MySQLCursor.executemany() Method

Syntax:

```python
cursor.executemany(operation, seq_of_params)
```

This method prepares a database operation (query or command) and executes it against all parameter sequences or mappings found in the sequence seq_of_params.

Note

In Python, a tuple containing a single value must include a comma. For example, ('abc') is evaluated as a scalar while ('abc,') is evaluated as a tuple.

In most cases, the executemany() method iterates through the sequence of parameters, each time passing the current parameters to the the execute() method.

An optimization is applied for inserts: The data values given by the parameter sequences are batched using multiple-row syntax. The following example inserts three records:

```python
data = [
```
For the preceding example, the `INSERT` statement sent to MySQL is:

```
INSERT INTO employees (first_name, hire_date) VALUES ('Jane', '2005-02-12'), ('Joe', '2006-05-23'), ('John', '2010-10-03')
```

With the `executemany()` method, it is not possible to specify multiple statements to execute in the `operation` argument. Doing so raises an `InternalError` exception. Consider using `execute()` with `multi=True` instead.

### 6.9.5.6 MySQLCursor.fetchall() Method

**Syntax:**
```
rows = cursor.fetchall()
```

The method fetches all (or all remaining) rows of a query result set and returns a list of tuples. If no more rows are available, it returns an empty list.

The following example shows how to retrieve the first two rows of a result set, and then retrieve any remaining rows:

```python
>>> cursor.execute("SELECT * FROM employees ORDER BY emp_no")
>>> head_rows = cursor.fetchmany(size=2)
>>> remaining_rows = cursor.fetchall()
```

You must fetch all rows for the current query before executing new statements using the same connection.

### 6.9.5.7 MySQLCursor.fetchmany() Method

**Syntax:**
```
rows = cursor.fetchmany(size=1)
```

This method fetches the next set of rows of a query result and returns a list of tuples. If no more rows are available, it returns an empty list.

The number of rows returned can be specified using the `size` argument, which defaults to one. Fewer rows are returned if fewer rows are available than specified.

You must fetch all rows for the current query before executing new statements using the same connection.

### 6.9.5.8 MySQLCursor.fetchone() Method

**Syntax:**
```
row = cursor.fetchone()
```

This method retrieves the next row of a query result set and returns a single sequence, or `None` if no more rows are available. By default, the returned tuple consists of data returned by the MySQL server, converted to Python objects. If the cursor is a raw cursor, no such conversion occurs; see Section 6.9.6.2, "cursor.MySQLCursorRaw Class".

The `fetchone()` method is used by `fetchall()` and `fetchmany()`. It is also used when a cursor is used as an iterator.
The following example shows two equivalent ways to process a query result. The first uses `fetchone()` in a `while` loop, the second uses the cursor as an iterator:

```python
# Using a while loop
cursor.execute("SELECT * FROM employees")
row = cursor.fetchone()
while row is not None:
    print(row)
    row = cursor.fetchone()

# Using the cursor as iterator
cursor.execute("SELECT * FROM employees")
for row in cursor:
    print(row)
```

You must fetch all rows for the current query before executing new statements using the same connection.

### 6.9.5.9 MySQLCursor.fetchwarnings() Method

**Syntax:**

```python
tuples = cursor.fetchwarnings()
```

This method returns a list of tuples containing warnings generated by the previously executed operation. To set whether to fetch warnings, use the connection's `get_warnings` property.

The following example shows a `SELECT` statement that generates a warning:

```python
>>> cnx.get_warnings = True
>>> cursor.execute("SELECT 'a'+1")
>>> cursor.fetchall()
[(1.0,)]
>>> cursor.fetchwarnings()
[(u'Warning', 1292, u"Truncated incorrect DOUBLE value: 'a'")]
```

When warnings are generated, it is possible to raise errors instead, using the connection's `raise_on_warnings` property.

### 6.9.5.10 MySQLCursor.stored_results() Method

**Syntax:**

```python
iterator = cursor.stored_results()
```

This method returns a list iterator object that can be used to process result sets produced by a stored procedure executed using the `callproc()` method. The result sets remain available until you use the cursor to execute another operation or call another stored procedure.

The following example executives a stored procedure that produces two result sets, then uses `stored_results()` to retrieve them:

```python
>>> cursor.callproc('myproc')
()  # executing the stored procedure
>>> for result in cursor.stored_results():
...     print result.fetchall()  # accessing the result set
...     print result.stored_results()  # accessing the other result set
[[1,]]  # accessing the first result set
[]  # accessing the second result set
```

### 6.9.5.11 MySQLCursor.column_names Property

**Syntax:**

```python
sequence = cursor.column_names
```

This read-only property returns the column names of a result set as sequence of Unicode strings.
The following example shows how to create a dictionary from a tuple containing data with keys using `column_names`:

```python
cursor.execute("SELECT last_name, first_name, hire_date "
             "FROM employees WHERE emp_no = %s", (123,))
row = dict(zip(cursor.column_names, cursor.fetchone()))
print("{last_name}, {first_name}: {hire_date}"");
```

Alternatively, as of Connector/Python 2.0.0, you can fetch rows as dictionaries directly; see Section 6.9.6.4, “cursor.MySQLCursorDict Class”.

### 6.9.5.12 MySQLCursor.description Property

**Syntax:**

```python
tuples = cursor.description
```

This read-only property returns a list of tuples describing the columns in a result set. Each tuple in the list contains values as follows:

```python
(column_name,
type,
None,
None,
None,
nullok,
column_flags)
```

The following example shows how to interpret `description` tuples:

```python
import mysql.connector
from mysql.connector import FieldType
...
cursor.execute("SELECT emp_no, last_name, hire_date "
               "FROM employees WHERE emp_no = %s", (123,))
for i in range(len(cursor.description)):
    print("Column {}:
          column_name = {}
          type = {} ({})
          nullok = {}
          column_flags = {}").format(i+1)
    desc = cursor.description[i]
    print("  column_name = {}")
    print("  type = {} ({})")
    print("  nullok = {}")
    print("  column_flags = {}")
```

The output looks like this:

Column 1:
- column_name = emp_no
- type = 3 (LONG)
- null_ok = 0
- column_flags = 20483

Column 2:
- column_name = last_name
- type = 253 (VAR_STRING)
- null_ok = 0
- column_flags = 4097

Column 3:
- column_name = hire_date
- type = 10 (DATE)
- null_ok = 0
- column_flags = 4225

The `column_flags` value is an instance of the `constants.FieldFlag` class. To see how to interpret it, do this:

```python
>>> from mysql.connector import FieldFlag
>>> FieldFlag.desc
```

### 6.9.5.13 MySQLCursor.lastrowid Property
Syntax:

\[
\text{id} = \text{cursor.lastrowid}
\]

This read-only property returns the value generated for an AUTO_INCREMENT column by the previous INSERT or UPDATE statement or None when there is no such value available. For example, if you perform an INSERT into a table that contains an AUTO_INCREMENT column, lastrowid returns the AUTO_INCREMENT value for the new row. For an example, see Section 6.5.3, “Inserting Data Using Connector/Python”.

The lastrowid property is like the mysql_insert_id() C API function; see mysql_insert_id().

6.9.5.14 MySQLCursor.rowcount Property

Syntax:

\[
\text{count} = \text{cursor.rowcount}
\]

This read-only property returns the number of rows returned for SELECT statements, or the number of rows affected by DML statements such as INSERT or UPDATE. For an example, see Section 6.9.5.4, “MySQLCursor.execute() Method”.

For nonbuffered cursors, the row count cannot be known before the rows have been fetched. In this case, the number of rows is -1 immediately after query execution and is incremented as rows are fetched.

The rowcount property is like the mysql_affected_rows() C API function; see mysql_affected_rows().

6.9.5.15 MySQLCursor.statement Property

Syntax:

\[
\text{str} = \text{cursor.statement}
\]

This read-only property returns the last executed statement as a string. The statement property can be useful for debugging and displaying what was sent to the MySQL server.

The string can contain multiple statements if a multiple-statement string was executed. This occurs for execute() with multi=True. In this case, the statement property contains the entire statement string and the execute() call returns an iterator that can be used to process results from the individual statements. The statement property for this iterator shows statement strings for the individual statements.

6.9.5.16 MySQLCursor.with_rows Property

Syntax:

\[
\text{boolean} = \text{cursor.with_rows}
\]

This read-only property returns True or False to indicate whether the most recently executed operation produced rows.

The with_rows property is useful when it is necessary to determine whether a statement produces a result set and you need to fetch rows. The following example retrieves the rows returned by the SELECT statements, but reports only the affected-rows value for the UPDATE statement:

```python
import mysql.connector

cnx = mysql.connector.connect(user='scott', database='test')
cursor = cnx.cursor()
operation = 'SELECT 1; UPDATE t1 SET c1 = 2; SELECT 2'
for result in cursor.execute(operation, multi=True):
    if result.with_rows:
```
Subclasses cursor.MySQLCursor

6.9.6 Subclasses cursor.MySQLCursor

The cursor classes described in the following sections inherit from the MySQLCursor class, which is described in Section 6.9.5, “cursor.MySQLCursor Class”.

6.9.6.1 cursor.MySQLCursorBuffered Class

The MySQLCursorBuffered class inherits from MySQLCursor.

After executing a query, a MySQLCursorBuffered cursor fetches the entire result set from the server and buffers the rows.

For queries executed using a buffered cursor, row-fetching methods such as fetchone() return rows from the set of buffered rows. For nonbuffered cursors, rows are not fetched from the server until a row-fetching method is called. In this case, you must be sure to fetch all rows of the result set before executing any other statements on the same connection, or an InternalError (Unread result found) exception will be raised.

MySQLCursorBuffered can be useful in situations where multiple queries, with small result sets, need to be combined or computed with each other.

To create a buffered cursor, use the buffered argument when calling a connection's cursor() method. Alternatively, to make all cursors created from the connection buffered by default, use the buffered connection argument.

Example:

```python
import mysql.connector
cnx = mysql.connector.connect()
# Only this particular cursor will buffer results
cursor = cnx.cursor(buffered=True)
# All cursors created from cnx2 will be buffered by default
cnx2 = mysql.connector.connect(buffered=True)
```

For a practical use case, see Section 6.6.1, “Tutorial: Raise Employee's Salary Using a Buffered Cursor”.

6.9.6.2 cursor.MySQLCursorRaw Class

The MySQLCursorRaw class inherits from MySQLCursor.

A MySQLCursorRaw cursor skips the conversion from MySQL data types to Python types when fetching rows. A raw cursor is usually used to get better performance or when you want to do the conversion yourself.

To create a raw cursor, use the raw argument when calling a connection's cursor() method. Alternatively, to make all cursors created from the connection raw by default, use the raw connection argument.

Example:

```python
import mysql.connector
cnx = mysql.connector.connect()
# Only this particular cursor will be raw
cursor = cnx.cursor(raw=True)
# All cursors created from cnx2 will be raw by default
cnx2 = mysql.connector.connect(raw=True)
```

6.9.6.3 cursor.MySQLCursorBufferedRaw Class
The **MySQLCursorBufferedRaw** class inherits from **MySQLCursor**.

A **MySQLCursorBufferedRaw** cursor is like a **MySQLCursorRaw** cursor, but is buffered: After executing a query, it fetches the entire result set from the server and buffers the rows. For information about the implications of buffering, see Section 6.9.6.1, “cursor.MySQLCursorBuffered Class”.

To create a buffered raw cursor, use the `raw` and `buffered` arguments when calling a connection’s `cursor()` method. Alternatively, to make all cursors created from the connection raw and buffered by default, use the `raw` and `buffered` connection arguments.

**Example:**

```python
import mysql.connector
cnx = mysql.connector.connect()
# Only this particular cursor will be raw and buffered
cursor = cnx.cursor(raw=True, buffered=True)
# All cursors created from cnx2 will be raw and buffered by default
cnx2 = mysql.connector.connect(raw=True, buffered=True)
```

---

### 6.9.6.4 cursor.MySQLCursorDict Class

The **MySQLCursorDict** class inherits from **MySQLCursor**. This class is available as of Connector/Python 2.0.0.

A **MySQLCursorDict** cursor returns each row as a dictionary. The keys for each dictionary object are the column names of the MySQL result.

**Example:**

```python
cnx = mysql.connector.connect(database='world')
cursor = cnx.cursor(dictionary=True)
cursor.execute("SELECT * FROM country WHERE Continent = 'Europe'")
print("Countries in Europe:")
for row in cursor:
    print("* {Name}\n    ", format(Name=row['Name'])
```

The preceding code produces output like this:

```
Countries in Europe:
* Albania
* Andorra
* Austria
* Belgium
* Bulgaria
...
```

It may be convenient to pass the dictionary to `format()` as follows:

```python
cursor.execute("SELECT Name, Population FROM country WHERE Continent = 'Europe'")
print("Countries in Europe with population:")
for row in cursor:
    print("* {Name}: {Population}\n", format(**row))
```

---

### 6.9.6.5 cursor.MySQLCursorBufferedDict Class

The **MySQLCursorBufferedDict** class inherits from **MySQLCursor**. This class is available as of Connector/Python 2.0.0.

A **MySQLCursorBufferedDict** cursor is like a **MySQLCursorDict** cursor, but is buffered: After executing a query, it fetches the entire result set from the server and buffers the rows. For information about the implications of buffering, see Section 6.9.6.1, “cursor.MySQLCursorBuffered Class”.

To get a buffered cursor that returns dictionaries, add the `buffered` argument when instantiating a new dictionary cursor:
cursor = cnx.cursor(dictionary=True, buffered=True)

6.9.6.6 cursor.MySQLCursorNamedTuple Class

The MySQLCursorNamedTuple class inherits from MySQLCursor. This class is available as of Connector/Python 2.0.0.

A MySQLCursorNamedTuple cursor returns each row as a named tuple. The attributes for each named-tuple object are the column names of the MySQL result.

Example:

```python
cnx = mysql.connector.connect(database='world')
cursor = cnx.cursor(named_tuple=True)
cursor.execute("SELECT * FROM country WHERE Continent = 'Europe'")
print("Countries in Europe with population:")
for row in cursor:
    print("* {Name}: {Population}".format(
        Name=row.Name,
        Population=row.Population
    ))
```

6.9.6.7 cursor.MySQLCursorBufferedNamedTuple Class

The MySQLCursorBufferedNamedTuple class inherits from MySQLCursor. This class is available as of Connector/Python 2.0.0.

A MySQLCursorBufferedNamedTuple cursor is like a MySQLCursorNamedTuple cursor, but is buffered: After executing a query, it fetches the entire result set from the server and buffers the rows. For information about the implications of buffering, see Section 6.9.6.1, “cursor.MySQLCursorBuffered Class”.

To get a buffered cursor that returns named tuples, add the buffered argument when instantiating a new named-tuple cursor:

```python
cursor = cnx.cursor(named_tuple=True, buffered=True)
```

6.9.6.8 cursor.MySQLCursorPrepared Class

The MySQLCursorPrepared class inherits from MySQLCursor.

![Note]

This class is available as of Connector/Python 1.1.0. The C extension supports it as of Connector/Python 8.0.17.

In MySQL, there are two ways to execute a prepared statement:

- Use the PREPARE and EXECUTE statements.

- Use the binary client/server protocol to send and receive data. To repeatedly execute the same statement with different data for different executions, this is more efficient than using PREPARE and EXECUTE. For information about the binary protocol, see C API Prepared Statements.

In Connector/Python, there are two ways to create a cursor that enables execution of prepared statements using the binary protocol. In both cases, the cursor() method of the connection object returns a MySQLCursorPrepared object:

- The simpler syntax uses a prepared=True argument to the cursor() method. This syntax is available as of Connector/Python 1.1.2.

```python
import mysql.connector
cnx = mysql.connector.connect(database='employees')
```
cursor = cnx.cursor(prepared=True)

- Alternatively, create an instance of the MySQLCursorPrepared class using the `cursor_class` argument to the `cursor()` method. This syntax is available as of Connector/Python 1.1.0.

```python
import mysql.connector
from mysql.connector.cursor import MySQLCursorPrepared
cnx = mysql.connector.connect(database='employees')
cursor = cnx.cursor(cursor_class=MySQLCursorPrepared)
```

A cursor instantiated from the MySQLCursorPrepared class works like this:

- The first time you pass a statement to the cursor's `execute()` method, it prepares the statement. For subsequent invocations of `execute()`, the preparation phase is skipped if the statement is the same.

- The `execute()` method takes an optional second argument containing a list of data values to associate with parameter markers in the statement. If the list argument is present, there must be one value per parameter marker.

Example:

```python
cursor = cnx.cursor(prepared=True)
stmt = "SELECT fullname FROM employees WHERE id = %s" # (1)
cursor.execute(stmt, (5,))                            # (2)
# ... fetch data ...
cursor.execute(stmt, (10,))                           # (3)
# ... fetch data ...
```

1. The `%s` within the statement is a parameter marker. Do not put quote marks around parameter markers.

2. For the first call to the `execute()` method, the cursor prepares the statement. If data is given in the same call, it also executes the statement and you should fetch the data.

3. For subsequent `execute()` calls that pass the same SQL statement, the cursor skips the preparation phase.

Prepared statements executed with MySQLCursorPrepared can use the format (%s) or qmark (?) parameterization style. This differs from nonprepared statements executed with MySQLCursor, which can use the format or pyformat parameterization style.

To use multiple prepared statements simultaneously, instantiate multiple cursors from the MySQLCursorPrepared class.

The MySQL client/server protocol has an option to send prepared statement parameters via the COM_STMT_SEND_LONG_DATA command. To use this from Connector/Python scripts, send the parameter in question using the IOBase interface. Example:

```python
from io import IOBase
...
cur = cnx.cursor(prepared=True)
cur.execute("SELECT (%s)", (io.BytesIO(bytes("A", "latin1")), ))
```

### 6.9.7 constants.ClientFlag Class

This class provides constants defining MySQL client flags that can be used when the connection is established to configure the session. The ClientFlag class is available when importing mysql.connector.

```python
>>> import mysql.connector
>>> mysql.connector.ClientFlag.FOUND_ROWS
2
```
6.9.8 constants.FieldType Class

This class provides all supported MySQL field or data types. They can be useful when dealing with raw data or defining your own converters. The field type is stored with every cursor in the description for each column.

The following example shows how to print the name of the data type for each column in a result set.

```python
from __future__ import print_function
import mysql.connector
from mysql.connector import FieldType

cnx = mysql.connector.connect(user='scott', database='test')
cursor = cnx.cursor()
cursor.execute("SELECT DATE(NOW()) AS `c1`, TIME(NOW()) AS `c2`, "
"NOW() AS `c3`, 'a string' AS `c4`, 42 AS `c5""
rows = cursor.fetchall()
for desc in cursor.description:
    colname = desc[0]
    coltype = desc[1]
    print("Column {} has type {}",format(
        colname, FieldType.get_info(coltype)))

cursor.close()
cnx.close()
```

The FieldType class cannot be instantiated.

6.9.9 constants.SQLMode Class

This class provides all known MySQL Server SQL Modes. It is mostly used when setting the SQL modes at connection time using the connection's sql_mode property. See Section 6.9.2.47, "MySQLConnection.sql_mode Property".

The SQLMode class cannot be instantiated.

6.9.10 constants.CharacterSet Class

This class provides all known MySQL characters sets and their default collations. For examples, see Section 6.9.2.31, "MySQLConnection.set_charset_collation() Method".

The CharacterSet class cannot be instantiated.

6.9.11 constants.RefreshOption Class

This class performs various flush operations.

- **RefreshOption.GRANT**
  
  Refresh the grant tables, like **FLUSH PRIVILEGES**.

- **RefreshOption.LOG**
  
  Flush the logs, like **FLUSH LOGS**.

- **RefreshOption.TABLES**
  
  Flush the table cache, like **FLUSH TABLES**.
• **RefreshOption.HOSTS**
  Flush the host cache, like **FLUSH HOSTS**.

• **RefreshOption.STATUS**
  Reset status variables, like **FLUSH STATUS**.

• **RefreshOption.THREADS**
  Flush the thread cache.

• **RefreshOption.REPLICA**
  On a replica replication server, reset the source server information and restart the replica, like **RESET SLAVE**. This constant was named "RefreshOption.SLAVE" before v8.0.23.

### 6.9.12 Errors and Exceptions

The `mysql.connector.errors` module defines exception classes for errors and warnings raised by MySQL Connector/Python. Most classes defined in this module are available when you import `mysql.connector`.

The exception classes defined in this module mostly follow the Python Database API Specification v2.0 (PEP 249). For some MySQL client or server errors it is not always clear which exception to raise. It is good to discuss whether an error should be reclassified by opening a bug report.

MySQL Server errors are mapped with Python exception based on their SQLSTATE value (see Server Error Message Reference). The following table shows the SQLSTATE classes and the exception Connector/Python raises. It is, however, possible to redefine which exception is raised for each server error. The default exception is `DatabaseError`.

<table>
<thead>
<tr>
<th>SQLSTATE Class</th>
<th>Connector/Python Exception</th>
</tr>
</thead>
<tbody>
<tr>
<td>02</td>
<td>DataError</td>
</tr>
<tr>
<td>02</td>
<td>DataError</td>
</tr>
<tr>
<td>07</td>
<td>DatabaseError</td>
</tr>
<tr>
<td>08</td>
<td>OperationalError</td>
</tr>
<tr>
<td>0A</td>
<td>NotSupportedError</td>
</tr>
<tr>
<td>21</td>
<td>DataError</td>
</tr>
<tr>
<td>22</td>
<td>DataError</td>
</tr>
<tr>
<td>23</td>
<td>IntegrityError</td>
</tr>
<tr>
<td>24</td>
<td>ProgrammingError</td>
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<tr>
<td>25</td>
<td>ProgrammingError</td>
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<tr>
<td>26</td>
<td>ProgrammingError</td>
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<tr>
<td>27</td>
<td>ProgrammingError</td>
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<tr>
<td>28</td>
<td>ProgrammingError</td>
</tr>
<tr>
<td>2A</td>
<td>ProgrammingError</td>
</tr>
<tr>
<td>2B</td>
<td>DatabaseError</td>
</tr>
<tr>
<td>2C</td>
<td>ProgrammingError</td>
</tr>
<tr>
<td>2D</td>
<td>DatabaseError</td>
</tr>
<tr>
<td>2E</td>
<td>DatabaseError</td>
</tr>
</tbody>
</table>
### 6.9.12.1 errorcode Module

This module contains both MySQL server and client error codes defined as module attributes with the error number as value. Using error codes instead of error numbers could make reading the source code a bit easier.

```python
>>> from mysql.connector import errorcode
>>> errorcode.ER_BAD_TABLE_ERROR
1051
```

For more information about MySQL errors, see [Error Messages and Common Problems](#).

### 6.9.12.2 errors.Error Exception

This exception is the base class for all other exceptions in the `errors` module. It can be used to catch all errors in a single `except` statement.

The following example shows how we could catch syntax errors:

```python
import mysql.connector
try:
    cnx = mysql.connector.connect(user='scott', database='employees')
    cursor = cnx.cursor()
    cursor.execute("SELECT * FORM employees")  # Syntax error in query
    cnx.close()
except mysql.connector.Error as err:
    print("Something went wrong: {}".format(err))
```

Initializing the exception supports a few optional arguments, namely `msg`, `errno`, `values` and `sqlstate`. All of them are optional and default to `None`. `errors.Error` is internally used by Connector/Python to raise MySQL client and server errors and should not be used by your application to raise exceptions.

The following examples show the result when using no arguments or a combination of the arguments:

```python
>>> from mysql.connector.errors import Error
>>> str(Error())
'Unknown error'
```
Errors and Exceptions

```python
>>> str(Error("Oops! There was an error.\n"))
'Oops! There was an error.'
>>> str(Error(errno=2006))
'2006: MySQL server has gone away'
>>> str(Error(errno=2002, values=('\'/tmp/mysql.sock\', 2)))
'2002: Can't connect to local MySQL server through socket '\'/tmp/mysql.sock' (2)'
>>> str(Error(errno=1146, sqlstate='42S02', msg="Table 'test.spam' doesn't exist"))
'1146 (42S02): Table 'test.spam' doesn't exist.'
```

The example which uses error number 1146 is used when Connector/Python receives an error packet from the MySQL Server. The information is parsed and passed to the `Error` exception as shown.

Each exception subclassing from `Error` can be initialized using the previously mentioned arguments. Additionally, each instance has the attributes `errno`, `msg` and `sqlstate` which can be used in your code.

The following example shows how to handle errors when dropping a table which does not exist (when the `DROP TABLE` statement does not include a `IF EXISTS` clause):

```python
import mysql.connector
from mysql.connector import errorcode

import mysql.connector
import errorcode

cnx = mysql.connector.connect(user='scott', database='test')
cursor = cnx.cursor()
try:
cursor.execute("DROP TABLE spam")
except mysql.connector.Error as err:
    if err.errno == errorcode.ER_BAD_TABLE_ERROR:
        print("Creating table spam")
    else:
        raise
```

Prior to Connector/Python 1.1.1, the original message passed to `errors.Error()` is not saved in such a way that it could be retrieved. Instead, the `Error.msg` attribute was formatted with the error number and SQLSTATE value. As of 1.1.1, only the original message is saved in the `Error.msg` attribute. The formatted value together with the error number and SQLSTATE value can be obtained by printing or getting the string representation of the error object. Example:

```python
try:
    conn = mysql.connector.connect(database = "baddb")
except mysql.connector.Error as e:
    print "Error code":", e.errno  # error number
    print "SQLSTATE value":", e.sqlstate  # SQLSTATE value
    print "Error message":", e.msg  # error message
    print "Error":", e  # errno, sqlstate, msg values
    s = str(e)
    print "Error":", s  # errno, sqlstate, msg values
```

`errors.Error` is a subclass of the Python `StandardError`.

### 6.9.12.3 errors.DataError Exception

This exception is raised when there were problems with the data. Examples are a column set to `NULL` that cannot be `NULL`, out-of-range values for a column, division by zero, column count does not match value count, and so on.

`errors.DataError` is a subclass of `errors.DatabaseError`.

### 6.9.12.4 errors.DatabaseError Exception

This exception is the default for any MySQL error which does not fit the other exceptions.

`errors.DatabaseError` is a subclass of `errors.Error`.

### 6.9.12.5 errors.IntegrityError Exception
This exception is raised when the relational integrity of the data is affected. For example, a duplicate key was inserted or a foreign key constraint would fail.

The following example shows a duplicate key error raised as IntegrityError:

```python
cursor.execute("CREATE TABLE t1 (id int, PRIMARY KEY (id))")
try:
    cursor.execute("INSERT INTO t1 (id) VALUES (1)"
    cursor.execute("INSERT INTO t1 (id) VALUES (1)"
except mysql.connector.IntegrityError as err:
    print("Error: ".format(err))
```

`errors.IntegrityError` is a subclass of `errors.DatabaseError`.

### 6.9.12.6 errors.InterfaceError Exception

This exception is raised for errors originating from Connector/Python itself, not related to the MySQL server.

`errors.InterfaceError` is a subclass of `errors.Error`.

### 6.9.12.7 errors.InternalError Exception

This exception is raised when the MySQL server encounters an internal error, for example, when a deadlock occurred.

`errors.InternalError` is a subclass of `errors.DatabaseError`.

### 6.9.12.8 errors.NotSupportedError Exception

This exception is raised when some feature was used that is not supported by the version of MySQL that returned the error. It is also raised when using functions or statements that are not supported by stored routines.

`errors.NotSupportedError` is a subclass of `errors.DatabaseError`.

### 6.9.12.9 errors.OperationalError Exception

This exception is raised for errors which are related to MySQL's operations. For example: too many connections; a host name could not be resolved; bad handshake; server is shutting down, communication errors.

`errors.OperationalError` is a subclass of `errors.DatabaseError`.

### 6.9.12.10 errors.PoolError Exception

This exception is raised for connection pool errors. `errors.PoolError` is a subclass of `errors.Error`.

### 6.9.12.11 errors.ProgrammingError Exception

This exception is raised on programming errors, for example when you have a syntax error in your SQL or a table was not found.

The following example shows how to handle syntax errors:

```python
try:
    cursor.execute("CREATE DESK t1 (id int, PRIMARY KEY (id))")
extexcept mysql.connector.ProgrammingError as err:
    if err.errno == errorcode.ER_SYNTAX_ERROR:
        print("Check your syntax!")
    else:
        print("Error: ".format(err))
```
**errors.ProgrammingError** is a subclass of **errors.DatabaseError**.

### 6.9.12.12 errors.Warning Exception

This exception is used for reporting important warnings, however, Connector/Python does not use it. It is included to be compliant with the Python Database Specification v2.0 (PEP-249).

Consider using either more strict Server SQL Modes or the `raise_on_warnings` connection argument to make Connector/Python raise errors when your queries produce warnings.

**errors.Warning** is a subclass of the Python **StandardError**.

### 6.9.12.13 errors.custom_error_exception() Function

**Syntax:**

```python
errors.custom_error_exception(error=None, exception=None)
```

This method defines custom exceptions for MySQL server errors and returns current customizations. If `error` is a MySQL Server error number, you must also pass the `exception` class. The `error` argument can be a dictionary, in which case the key is the server error number, and value the class of the exception to be raised.

To reset the customizations, supply an empty dictionary.

```python
import mysql.connector
from mysql.connector import errorcode

# Server error 1028 should raise a DatabaseError
mysql.connector.custom_error_exception(1028, mysql.connector.DatabaseError)

# Or using a dictionary:
mysql.connector.custom_error_exception({
    1028: mysql.connector.DatabaseError,
    1029: mysql.connector.OperationalError,
})

# To reset, pass an empty dictionary:
mysql.connector.custom_error_exception({})
```
Chapter 7 MySQL and PHP

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This chapter describes the PHP extensions and interfaces that can be used with MySQL.

For legal information, see the Legal Notices.

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

7.1 Introduction to the MySQL PHP API
PHP is a server-side, HTML-embedded scripting language that may be used to create dynamic Web pages. It is available for most operating systems and Web servers, and can access most common databases, including MySQL. PHP may be run as a separate program or compiled as a module for use with a Web server.

PHP provides four different MySQL API extensions:

- **Section 7.3, “MySQL Improved Extension”:** Stands for “MySQL, Improved”; this extension is available as of PHP 5.0.0. It is intended for use with MySQL 4.1.1 and later. This extension fully supports the authentication protocol used in MySQL 5.0, as well as the Prepared Statements and Multiple Statements APIs. In addition, this extension provides an advanced, object-oriented programming interface.

- **Section 7.4, “MySQL Functions (PDO_MYSQL)”**: Not its own API, but instead it's a MySQL driver for the PHP database abstraction layer PDO (PHP Data Objects). The PDO MySQL driver sits in the layer below PDO itself, and provides MySQL-specific functionality. This extension is available as of PHP 5.1.0.

- **Mysql_xdevapi**: This extension uses MySQL's X DevAPI and is available as a PECL extension named mysql_xdevapi. For general concepts and X DevAPI usage details, see X DevAPI User Guide.

- **Section 7.5, “Original MySQL API”**: Available for PHP versions 4 and 5, this extension is intended for use with MySQL versions prior to MySQL 4.1. This extension does not support the improved authentication protocol used in MySQL 4.1, nor does it support prepared statements or multiple statements. To use this extension with MySQL 4.1, you will likely configure the MySQL server to set the `old_passwords` system variable to 1 (see Client does not support authentication protocol).

The PHP distribution and documentation are available from the PHP website.

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### 7.2 Overview of the MySQL PHP drivers

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#### 7.2.1 Introduction

There are several PHP APIs for accessing the MySQL database. Users can choose between the `mysql` or `PDO_MySQL` extensions.
This guide explains the terminology used to describe each API, information about choosing which API to use, and also information to help choose which MySQL library to use with the API.

### 7.2.2 Terminology overview

This section provides an introduction to the options available to you when developing a PHP application that needs to interact with a MySQL database.

**What is an API?**

An Application Programming Interface, or API, defines the classes, methods, functions and variables that your application will need to call in order to carry out its desired task. In the case of PHP applications that need to communicate with databases the necessary APIs are usually exposed via PHP extensions.

APIs can be procedural or object-oriented. With a procedural API you call functions to carry out tasks, with the object-oriented API you instantiate classes and then call methods on the resulting objects. Of the two, the latter is usually the preferred interface, as it is more modern and leads to better organized code.

When writing PHP applications that need to connect to the MySQL server there are several API options available. This document discusses what is available and how to select the best solution for your application.

**What is a Connector?**

In the MySQL documentation, the term connector refers to a piece of software that allows your application to connect to the MySQL database server. MySQL provides connectors for a variety of languages, including PHP.

If your PHP application needs to communicate with a database server you will need to write PHP code to perform such activities as connecting to the database server, querying the database and other database-related functions. Software is required to provide the API that your PHP application will use, and also handle the communication between your application and the database server, possibly using other intermediate libraries where necessary. This software is known generically as a connector, as it allows your application to connect to a database server.

**What is a Driver?**

A driver is a piece of software designed to communicate with a specific type of database server. The driver may also call a library, such as the MySQL Client Library or the MySQL Native Driver. These libraries implement the low-level protocol used to communicate with the MySQL database server.

By way of an example, the PHP Data Objects (PDO) database abstraction layer may use one of several database-specific drivers. One of the drivers it has available is the PDO MYSQL driver, which allows it to interface with the MySQL server.

Sometimes people use the terms connector and driver interchangeably, this can be confusing. In the MySQL-related documentation the term “driver” is reserved for software that provides the database-specific part of a connector package.

**What is an Extension?**

In the PHP documentation, you will come across another term - extension. The PHP code consists of a core, with optional extensions to the core functionality. PHP’s MySQL-related extension, mysqli, is implemented using the PHP extension framework.

An extension typically exposes an API to the PHP programmer, to allow its facilities to be used programmatically. However, some extensions which use the PHP extension framework do not expose an API to the PHP programmer.
Choosing an API

The PDO MySQL driver extension, for example, does not expose an API to the PHP programmer, but provides an interface to the PDO layer above it.

The terms API and extension should not be taken to mean the same thing, as an extension may not necessarily expose an API to the programmer.

7.2.3 Choosing an API

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PHP offers different APIs to connect to MySQL. Below we show the APIs provided by the mysqli and PDO extensions. Each code snippet creates a connection to a MySQL server running on "example.com" using the username "user" and the password "password". And a query is run to greet the user.

Example 7.1 Comparing the MySQL APIs

```php
<?php
    // mysqli
    $mysqli = new mysqli("example.com", "user", "password", "database");
    $result = $mysqli->query("SELECT 'Hello, dear MySQL user!' AS _message FROM DUAL");
    $row = $result->fetch_assoc();
    echo htmlentities($row['_message']);

    // PDO
    $pdo = new PDO('mysql:host=example.com;dbname=database', 'user', 'password');
    $statement = $pdo->query("SELECT 'Hello, dear MySQL user!' AS _message FROM DUAL");
    $row = $statement->fetch(PDO::FETCH_ASSOC);
    echo htmlentities($row['_message']);

```

Feature comparison

The overall performance of both extensions is considered to be about the same. Although the performance of the extension contributes only a fraction of the total run time of a PHP web request. Often, the impact is as low as 0.1%.

<table>
<thead>
<tr>
<th>Feature comparison</th>
<th>ext/mysqli</th>
<th>PDO_MySQL</th>
</tr>
</thead>
<tbody>
<tr>
<td>PHP version introduced</td>
<td>5.0</td>
<td>5.1</td>
</tr>
<tr>
<td>Included with PHP 7.x and 8.x</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Development status</td>
<td>Active</td>
<td>Active</td>
</tr>
<tr>
<td>Lifecycle</td>
<td>Active</td>
<td>Active</td>
</tr>
<tr>
<td>Recommended for new projects</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>OOP Interface</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Procedural Interface</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>API supports non-blocking, asynchronous queries with mysqlnd</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Persistent Connections</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>API supports Charsets</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>API supports server-side Prepared Statements</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>API supports client-side Prepared Statements</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>API supports Stored Procedures</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>API supports Multiple Statements</td>
<td>Yes</td>
<td>Most</td>
</tr>
</tbody>
</table>
Choosing a library

### Library feature comparison

<table>
<thead>
<tr>
<th>Part of the PHP distribution</th>
<th>MySQL native driver (mysqlnd)</th>
<th>MySQL client server library (libmysqlclient)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yes</td>
<td>No</td>
<td></td>
</tr>
</tbody>
</table>

| PHP version introduced       | 5.3.0                          | N/A                                           |
| License                      | PHP License 3.01               | Dual-License                                   |
| Development status           | Active                         | Active                                         |
| Compile default              | Yes                            | No end announced                               |
| (for all MySQL extensions)   |                               | No end announced                               |
| Compression protocol support | Yes                            | Yes                                           |
| SSL support                  | Yes                            | Yes                                           |
| Named pipe support           | Yes                            | Yes                                           |
| Non-blocking, asynchronous   | Yes                            | No                                            |
| queries                      |                                |                                               |
| Performance statistics       | Yes                            | No                                            |
| LOAD LOCAL INFILE respects   | Yes                            | No                                            |
| the open_basedir directive   |                                |                                               |
7.2.5 Concepts

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These concepts are specific to the MySQL drivers for PHP.

7.2.5.1 Buffered and Unbuffered queries

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Queries are using the buffered mode by default. This means that query results are immediately transferred from the MySQL Server to PHP and then are kept in the memory of the PHP process. This allows additional operations like counting the number of rows, and moving (seeking) the current result pointer. It also allows issuing further queries on the same connection while working on the result set. The downside of the buffered mode is that larger result sets might require quite a lot memory. The memory will be kept occupied till all references to the result set are unset or the result set was explicitly freed, which will automatically happen during request end the latest. The terminology "store result" is also used for buffered mode, as the whole result set is stored at once.

Note

When using libmysqlclient as library PHP’s memory limit won’t count the memory used for result sets unless the data is fetched into PHP variables. With mysqlnd the memory accounted for will include the full result set.

Unbuffered MySQL queries execute the query and then return a resource while the data is still waiting on the MySQL server for being fetched. This uses less memory on the PHP-side, but can increase the load on the server. Unless the full result set was fetched from the server no further queries can be sent over the same connection. Unbuffered queries can also be referred to as "use result".

Following these characteristics buffered queries should be used in cases where you expect only a limited result set or need to know the amount of returned rows before reading all rows. Unbuffered mode should be used when you expect larger results.
Because buffered queries are the default, the examples below will demonstrate how to execute unbuffered queries with each API.

Example 7.3 Unbuffered query example: mysqli

```php
<?php
mysqli = new mysqli("localhost", "my_user", "my_password", "world");
$uresult = $mysqli->query("SELECT Name FROM City", MYSQLI_USE_RESULT);
if ($uresult) {
    while ($row = $uresult->fetch_assoc()) {
        echo $row['Name'] . PHP_EOL;
    }
}
?>
```

Example 7.4 Unbuffered query example: pdo_mysql

```php
<?php
$pdo = new PDO("mysql:host=localhost;dbname=world", 'my_user', 'my_pass');
$pdo->setAttribute(PDO::MYSQL_ATTR_USE_BUFFERED_QUERY, false);
$uresult = $pdo->query("SELECT Name FROM City");
if ($uresult) {
    while ($row = $uresult->fetch(PDO::FETCH_ASSOC)) {
        echo $row['Name'] . PHP_EOL;
    }
}
?>
```

### 7.2.5.2 Character sets

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Ideally a proper character set will be set at the server level, and doing this is described within the Character Set Configuration section of the MySQL Server manual. Alternatively, each MySQL API offers a method to set the character set at runtime.

The character set and character escaping

The character set should be understood and defined, as it has an affect on every action, and includes security implications. For example, the escaping mechanism (e.g., mysqli_real_escape_string for mysqli and PDO::quote for PDO_MySQL) will adhere to this setting. It is important to realize that these functions will not use the character set that is defined with a query, so for example the following will not have an effect on them:

Example 7.5 Problems with setting the character set with SQL

```php
<?php
mysqli = new mysqli("localhost", "my_user", "my_password", "world");
// Will NOT affect $mysqli->real_escape_string();
mysqli->query("SET NAMES utf8mb4");
// Will NOT affect $mysqli->real_escape_string();
mysqli->query("SET CHARACTER SET utf8mb4");
// But, this will affect $mysqli->real_escape_string();
mysqli->set_charset('utf8mb4');
// But, this will NOT affect it (UTF-8 vs utf8mb4) -- don't use dashes here
mysqli->set_charset('UTF-8');
?>
```
Below are examples that demonstrate how to properly alter the character set at runtime using each API.

### Possible UTF-8 confusion

Because character set names in MySQL do not contain dashes, the string "utf8" is valid in MySQL to set the character set to UTF-8 (up to 3 byte UTF-8 Unicode Encoding). The string "UTF-8" is not valid, as using "UTF-8" will fail to change the character set and will throw an error.

#### Example 7.6 Setting the character set example: mysqli

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
echo 'Initial character set: ' . $mysqli->character_set_name() . "\n";
if (!$mysqli->set_charset('utf8mb4')) {
    printf("Error loading character set utf8mb4: %s\n", $mysqli->error);
    exit;
}
echo 'Your current character set is: ' . $mysqli->character_set_name() . "\n";
?>
```

#### Example 7.7 Setting the character set example: pdo_mysql

```php
<?php
$pdo = new PDO("mysql:host=localhost;dbname=world;charset=utf8mb4", 'my_user', 'my_pass');
?>
```

### 7.3 MySQL Improved Extension

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The `mysqli` extension allows you to access the functionality provided by MySQL 4.1 and above. More information about the MySQL Database server can be found at [http://www.mysql.com/](http://www.mysql.com/)

An overview of software available for using MySQL from PHP can be found at [Section 7.3.1, “Overview”](#)

Documentation for MySQL can be found at [http://dev.mysql.com/doc/](http://dev.mysql.com/doc/).

Parts of this documentation included from MySQL manual with permissions of Oracle Corporation.

Examples use either the `world` or `sakila` database, which are freely available.

#### 7.3.1 Overview

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This section provides an introduction to the options available to you when developing a PHP application that needs to interact with a MySQL database.

**What is an API?**

An Application Programming Interface, or API, defines the classes, methods, functions and variables that your application will need to call in order to carry out its desired task. In the case of PHP applications that need to communicate with databases the necessary APIs are usually exposed via PHP extensions.
APIs can be procedural or object-oriented. With a procedural API, you call functions to carry out tasks, with the object-oriented API you instantiate classes and then call methods on the resulting objects. Of the two, the latter is usually the preferred interface, as it is more modern and leads to better-organized code.

When writing PHP applications that need to connect to the MySQL server there are several API options available. This document discusses what is available and how to select the best solution for your application.

What is a Connector?

In the MySQL documentation, the term connector refers to a piece of software that allows your application to connect to the MySQL database server. MySQL provides connectors for a variety of languages, including PHP.

If your PHP application needs to communicate with a database server you will need to write PHP code to perform such activities as connecting to the database server, querying the database, and other database-related functions. Software is required to provide the API that your PHP application will use, and also handle the communication between your application and the database server, possibly using other intermediate libraries where necessary. This software is known generically as a connector, as it allows your application to connect to a database server.

What is a Driver?

A driver is a piece of software designed to communicate with a specific type of database server. The driver may also call a library, such as the MySQL Client Library or the MySQL Native Driver. These libraries implement the low-level protocol used to communicate with the MySQL database server.

By way of an example, the PHP Data Objects (PDO) database abstraction layer may use one of several database-specific drivers. One of the drivers it has available is the PDO MYSQL driver, which allows it to interface with the MySQL server.

Sometimes people use the terms connector and driver interchangeably, this can be confusing. In the MySQL-related documentation the term “driver” is reserved for software that provides the database-specific part of a connector package.

What is an Extension?

In the PHP documentation you will come across another term - extension. The PHP code consists of a core, with optional extensions to the core functionality. PHP’s MySQL-related extensions, such as the mysqli extension, and the PDO MySQL driver extension, are implemented using the PHP extension framework.

An extension typically exposes an API to the PHP programmer, to allow its facilities to be used programmatically. However, some extensions which use the PHP extension framework do not expose an API to the PHP programmer.

The PDO MySQL driver extension, for example, does not expose an API to the PHP programmer, but provides an interface to the PDO layer above it.

The terms API and extension should not be taken to mean the same thing, as an extension may not necessarily expose an API to the programmer.

What are the main PHP API offerings for using MySQL?

There are two main API options when considering connecting to a MySQL database server:

- PHP’s mysqli Extension
- PHP Data Objects (PDO)

Each has its own advantages and disadvantages. The following discussion aims to give a brief introduction to the key aspects of each API.
What is PHP's mysqli Extension?

The mysqli extension, or as it is sometimes known, the MySQL improved extension, was developed to take advantage of new features found in MySQL systems versions 4.1.3 and newer. The mysqli extension is included with PHP versions 5 and later.

The mysqli extension has a number of benefits, the key enhancements over the mysql extension being:

- Object-oriented interface
- Support for Prepared Statements
- Support for Multiple Statements
- Support for Transactions
- Enhanced debugging capabilities

As well as the object-oriented interface the extension also provides a procedural interface.

The mysqli extension is built using the PHP extension framework, its source code is located in the directory ext/mysqli.

For further information on the mysqli extension, see Section 7.3, “MySQL Improved Extension”.

What is PDO?

PHP Data Objects, or PDO, is a database abstraction layer specifically for PHP applications. PDO provides a consistent API for your PHP application regardless of the type of database server your application will connect to. In theory, if you are using the PDO API, you could switch the database server you used, from say Firebird to MySQL, and only need to make minor changes to your PHP code.

Other examples of database abstraction layers include JDBC for Java applications and DBI for Perl.

While PDO has its advantages, such as a clean, simple, portable API, its main disadvantage is that it doesn't allow you to use all of the advanced features that are available in the latest versions of MySQL server. For example, PDO does not allow you to use MySQL's support for Multiple Statements.

PDO is implemented using the PHP extension framework, its source code is located in the directory ext/pdo.

For further information on PDO, see the http://www.php.net/book.pdo.

What is the PDO MYSQL driver?

The PDO MYSQL driver is not an API as such, at least from the PHP programmer's perspective. In fact, the PDO MYSQL driver sits in the layer below PDO itself and provides MySQL-specific functionality. The programmer still calls the PDO API, but PDO uses the PDO MYSQL driver to carry out communication with the MySQL server.

The PDO MYSQL driver is one of several available PDO drivers. Other PDO drivers available include those for the Firebird and PostgreSQL database servers.

The PDO MYSQL driver is implemented using the PHP extension framework. Its source code is located in the directory ext/pdo_mysql. It does not expose an API to the PHP programmer.

For further information on the PDO MYSQL driver, see Section 7.4, “MySQL Functions (PDO_MYSQL)”. 

What is PHP’s MySQL Native Driver?
In order to communicate with the MySQL database server, `mysqli` and the PDO MYSQL driver each use a low-level library that implements the required protocol. In the past, the only available library was the MySQL Client Library, otherwise known as `libmysqlclient`.

However, the interface presented by `libmysqlclient` was not optimized for communication with PHP applications, as `libmysqlclient` was originally designed with C applications in mind. For this reason, the MySQL Native Driver, `mysqlnd`, was developed as an alternative to `libmysqlclient` for PHP applications.

Both, the `mysqli` extension and the PDO MySQL driver can each be individually configured to use either `libmysqlclient` or `mysqlnd`. As `mysqlnd` is designed specifically to be utilised in the PHP system it has numerous memory and speed enhancements over `libmysqlclient`. You are strongly encouraged to take advantage of these improvements.

The MySQL Native Driver is implemented using the PHP extension framework. The source code is located in `ext/mysqlnd`. It does not expose an API to the PHP programmer.

**Comparison of Features**

The following table compares the functionality of the main methods of connecting to MySQL from PHP:

<table>
<thead>
<tr>
<th></th>
<th>PHP’s mysqli Extension</th>
<th>PDO (Using PDO MySQL Driver and MySQL Native Driver)</th>
</tr>
</thead>
<tbody>
<tr>
<td>PHP version introduced</td>
<td>5.0</td>
<td>5.0</td>
</tr>
<tr>
<td>MySQL development status</td>
<td>Active development</td>
<td>Active development</td>
</tr>
<tr>
<td>API supports Charsets</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>API supports server-side Prepared Statements</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>API supports client-side Prepared Statements</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>API supports Stored Procedures</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>API supports Multiple Statements</td>
<td>Yes</td>
<td>Most</td>
</tr>
<tr>
<td>Supports all MySQL 4.1+ functionality</td>
<td>Yes</td>
<td>Most</td>
</tr>
</tbody>
</table>

### 7.3.2 Quick start guide

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This quick start guide will help with choosing and gaining familiarity with the PHP MySQL API.

This quick start gives an overview on the mysqli extension. Code examples are provided for all major aspects of the API. Database concepts are explained to the degree needed for presenting concepts specific to MySQL.

Required: A familiarity with the PHP programming language, the SQL language, and basic knowledge of the MySQL server.

### 7.3.2.1 Dual procedural and object-oriented interface

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The mysqli extension features a dual interface. It supports the procedural and object-oriented programming paradigm.
Users migrating from the old mysql extension may prefer the procedural interface. The procedural interface is similar to that of the old mysql extension. In many cases, the function names differ only by prefix. Some mysqli functions take a connection handle as their first argument, whereas matching functions in the old mysql interface take it as an optional last argument.

Example 7.8 Easy migration from the old mysql extension

```php
<?php
$mysqli = mysqli_connect("example.com", "user", "password", "database");
$result = mysqli_query($mysqli, "SELECT 'Please do not use the deprecated mysql extension for new development.' AS _msg FROM DUAL");
$row = mysqli_fetch_assoc($result);
echo $row['_msg'];

$mysql = mysql_connect("example.com", "user", "password");
mysql_select_db("test");
$result = mysql_query("SELECT 'Use the mysqli extension instead.' AS _msg FROM DUAL", $mysql);
$row = mysql_fetch_assoc($result);
echo $row['_msg'];
```

The above example will output:

Please do not use the deprecated mysql extension for new development. Use the mysqli extension instead.

The object-oriented interface

In addition to the classical procedural interface, users can choose to use the object-oriented interface. The documentation is organized using the object-oriented interface. The object-oriented interface shows functions grouped by their purpose, making it easier to get started. The reference section gives examples for both syntax variants.

There are no significant performance differences between the two interfaces. Users can base their choice on personal preference.

Example 7.9 Object-oriented and procedural interface

```php
<?php
$mysqli = mysqli_connect("example.com", "user", "password", "database");
$result = mysqli_query($mysqli, "SELECT 'A world full of ' AS _msg FROM DUAL");
$row = mysqli_fetch_assoc($result);
echo $row['_msg'];

$mysqli = new mysqli("example.com", "user", "password", "database");
$result = $mysqli->query("SELECT 'choices to please everybody.' AS _msg FROM DUAL");
$row = $result->fetch_assoc();
echo $row['_msg'];
```

The above example will output:

A world full of choices to please everybody.

The object oriented interface is used for the quickstart because the reference section is organized that way.

Mixing styles

It is possible to switch between styles at any time. Mixing both styles is not recommended for code clarity and coding style reasons.
Example 7.10 Bad coding style

```php
<?php
$mysqli = new mysqli("example.com", "user", "password", "database");
$result = mysqli_query($mysqli, "SELECT 'Possible but bad style.' AS _msg FROM DUAL");
if ($row = $result->fetch_assoc()) {
    echo $row['_msg'];
}
```

The above example will output:

Possible but bad style.

See also

mysqli::__construct
mysqli::query
mysqli_result::fetch_assoc
$mysqli::connect_errno
$mysqli::connect_error
$mysqli::errno
$mysqli::error
The MySQLi Extension Function Summary

7.3.2.2 Connections

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The MySQL server supports the use of different transport layers for connections. Connections use TCP/IP, Unix domain sockets or Windows named pipes.

The hostname `localhost` has a special meaning. It is bound to the use of Unix domain sockets. To open a TCP/IP connection to the localhost, `127.0.0.1` must be used instead of the hostname `localhost`.

Example 7.11 Special meaning of localhost

```php
<?php
$mysqli = new mysqli("localhost", "user", "password", "database");
echo $mysqli->host_info . "\n";
$mysqli = new mysqli("127.0.0.1", "user", "password", "database", 3306);
echo $mysqli->host_info . "\n";
```

The above example will output:

Localhost via UNIX socket
127.0.0.1 via TCP/IP

Connection parameter defaults

Depending on the connection function used, assorted parameters can be omitted. If a parameter is not provided, then the extension attempts to use the default values that are set in the PHP configuration file.
Quick start guide

Example 7.12 Setting defaults

```sql
mysqli.default_host=192.168.2.27
mysqli.default_user=root
mysqli.default_password=''
mysqli.default_port=3306
mysqli.default_socket=/tmp/mysql.sock
```

The resulting parameter values are then passed to the client library that is used by the extension. If the client library detects empty or unset parameters, then it may default to the library built-in values.

**Built-in connection library defaults**

If the host value is unset or empty, then the client library will default to a Unix socket connection on `localhost`. If socket is unset or empty, and a Unix socket connection is requested, then a connection to the default socket on `/tmp/mysql.sock` is attempted.

On Windows systems, the host name is interpreted by the client library as an attempt to open a Windows named pipe based connection. In this case the socket parameter is interpreted as the pipe name. If not given or empty, then the socket (pipe name) defaults to `\pipe\MySQL`.

If neither a Unix domain socket based not a Windows named pipe based connection is to be established and the port parameter value is unset, the library will default to port 3306.

The `mysqli` library and the MySQL Client Library (libmysqlclient) implement the same logic for determining defaults.

**Connection options**

Connection options are available to, for example, set init commands which are executed upon connect, or for requesting use of a certain charset. Connection options must be set before a network connection is established.

For setting a connection option, the connect operation has to be performed in three steps: creating a connection handle with `mysqli_init` or `mysqli::__construct`, setting the requested options using `mysqli::options`, and establishing the network connection with `mysqli::real_connect`.

**Connection pooling**

The `mysqli` extension supports persistent database connections, which are a special kind of pooled connections. By default, every database connection opened by a script is either explicitly closed by the user during runtime or released automatically at the end of the script. A persistent connection is not. Instead it is put into a pool for later reuse, if a connection to the same server using the same username, password, socket, port and default database is opened. Reuse saves connection overhead.

Every PHP process is using its own `mysqli` connection pool. Depending on the web server deployment model, a PHP process may serve one or multiple requests. Therefore, a pooled connection may be used by one or more scripts subsequently.

**Persistent connection**

If an unused persistent connection for a given combination of host, username, password, socket, port and default database cannot be found in the connection pool, then mysqli opens a new connection. The use of persistent connections can be enabled and disabled using the PHP directive `mysqli.allow_persistent`. The total number of connections opened by a script can be limited with `mysqli.max_links`. The maximum number of persistent connections per PHP process can be restricted with `mysqli.max_persistent`. Please note that the web server may spawn many PHP processes.

A common complain about persistent connections is that their state is not reset before reuse. For example, open and unfinished transactions are not automatically rolled back. But also, authorization
changes which happened in the time between putting the connection into the pool and reusing it are not reflected. This may be seen as an unwanted side-effect. On the contrary, the name persistent may be understood as a promise that the state is persisted.

The mysqli extension supports both interpretations of a persistent connection: state persisted, and state reset before reuse. The default is reset. Before a persistent connection is reused, the mysqli extension implicitly calls mysqli::change_user to reset the state. The persistent connection appears to the user as if it was just opened. No artifacts from previous usages are visible.

The mysqli::change_user call is an expensive operation. For best performance, users may want to recompile the extension with the compile flag MYSQLI_NO_CHANGE_USER_ON_PCONNECT being set.

It is left to the user to choose between safe behavior and best performance. Both are valid optimization goals. For ease of use, the safe behavior has been made the default at the expense of maximum performance.

See also

mysqli::__construct
mysqli_init
mysqli::options
mysqli::real_connect
mysqli::change_user
mysqli::host_info
MySQLi Configuration Options
Persistent Database Connections

7.3.2.3 Executing statements

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Statements can be executed with the mysqli::query, mysqli::real_query and mysqli::multi_query. The mysqli::query function is the most common, and combines the executing statement with a buffered fetch of its result set, if any, in one call. Calling mysqli::query is identical to calling mysqli::real_query followed by mysqli::store_result.

Example 7.13 Executing queries

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("example.com", "user", "password", "database");
$mysqli->query("DROP TABLE IF EXISTS test");
$mysqli->query("CREATE TABLE test(id INT)");
```

Buffered result sets

After statement execution, results can be either retrieved all at once or read row by row from the server. Client-side result set buffering allows the server to free resources associated with the statement's results as early as possible. Generally speaking, clients are slow consuming result sets. Therefore, it is recommended to use buffered result sets. mysqli::query combines statement execution and result set buffering.

PHP applications can navigate freely through buffered results. Navigation is fast because the result sets are held in client memory. Please, keep in mind that it is often easier to scale by client than it is to scale the server.

Example 7.14 Navigation through buffered results
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);

$mysqli = new mysqli("example.com", "user", "password", "database");
$mysqli->query("DROP TABLE IF EXISTS test");
$mysqli->query("CREATE TABLE test(id INT)");
$result = $mysqli->query("SELECT id FROM test ORDER BY id ASC");

for ($row_no = $result->num_rows - 1; $row_no >= 0; $row_no--) {
    $result->data_seek($row_no);
    $row = $result->fetch_assoc();
    echo " id = " . $row['id'] . "\n";
}

foreach ($result as $row) {
    echo " id = " . $row['id'] . "\n";
}

The above example will output:

Reverse order...
id = 3
id = 2
id = 1

Result set order...
id = 1
id = 2
id = 3

Unbuffered result sets

If client memory is a short resource and freeing server resources as early as possible to keep server load low is not needed, unbuffered results can be used. Scrolling through unbuffered results is not possible before all rows have been read.

Example 7.15 Navigation through unbuffered results

<?php
$mysqli->real_query("SELECT id FROM test ORDER BY id ASC");
$result = $mysqli->use_result();
foreach ($result as $row) {
    echo " id = " . $row['id'] . "\n";
}

Result set values data types

The mysqli::query, mysqli::real_query and mysqli::multi_query functions are used to execute non-prepared statements. At the level of the MySQL Client Server Protocol, the command COM_QUERY and the text protocol are used for statement execution. With the text protocol, the MySQL server converts all data of a result sets into strings before sending. This conversion is done regardless of the SQL result set column data type. The mysqli client libraries receive all column values as strings. No further client-side casting is done to convert columns back to their native types. Instead, all values are provided as PHP strings.

Example 7.16 Text protocol returns strings by default

<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("example.com", "user", "password", "database");
$mysqli->query("DROP TABLE IF EXISTS test");
$mysqli->query("CREATE TABLE test(id INT, label CHAR(1))");
$result = $mysqli->query("SELECT id, label FROM test WHERE id = 1");
$row = $result->fetch_assoc();
printf("id = %s (%s)
", $row['id'], gettype($row['id']));
printf("label = %s (%s)
", $row['label'], gettype($row['label']));

The above example will output:

id = 1 (string)
label = a (string)

It is possible to convert integer and float columns back to PHP numbers by setting the
MYSQLI_OPT_INT_AND_FLOAT_NATIVE connection option, if using the mysqlnd library. If set, the
mysqlnd library will check the result set meta data column types and convert numeric SQL columns to
PHP numbers, if the PHP data type value range allows for it. This way, for example, SQL INT columns
are returned as integers.

Example 7.17 Native data types with mysqlnd and connection option

<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli();
$mysqli->options(MYSQLI_OPT_INT_AND_FLOAT_NATIVE, 1);
$mysqli->real_connect("example.com", "user", "password", "database");
$sql = "DROP TABLE IF EXISTS test");
ventory($row['id']);
printf("label = %s (%s)
", $row['label'], gettype($row['label']));

The above example will output:

id = 1 (integer)
label = a (string)

See also

mysqli::__construct
mysqli::options
mysqli::real_connect
mysqli::query
mysqli::multi_query
mysqli::use_result
mysqli::store_result

7.3.2.4 Prepared Statements

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The MySQL database supports prepared statements. A prepared statement or a parameterized
statement is used to execute the same statement repeatedly with high efficiency and protect against
SQL injections.
Basic workflow

The prepared statement execution consists of two stages: prepare and execute. At the prepare stage, a statement template is sent to the database server. The server performs a syntax check and initializes server internal resources for later use.

The MySQL server supports using anonymous, positional placeholder with `?`.

Prepare is followed by execute. During execute the client binds parameter values and sends them to the server. The server executes the statement with the bound values using the previously created internal resources.

Example 7.18 Prepared statement

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("example.com", "user", "password", "database");
/* Non-prepared statement */
$mysqli->query("DROP TABLE IF EXISTS test");
$mysqli->query("CREATE TABLE test(id INT, label TEXT)");
/* Prepared statement, stage 1: prepare */
$stmt = $mysqli->prepare("INSERT INTO test(id, label) VALUES (?, ?)" );
/* Prepared statement, stage 2: bind and execute */
$id = 1;
label = 'PHP';
$stmt->bind_param("is", $id, $label); // "is" means that the first parameter is bound as an integer and the second as a string
$stmt->execute();
```

Repeated execution

A prepared statement can be executed repeatedly. Upon every execution the current value of the bound variable is evaluated and sent to the server. The statement is not parsed again. The statement template is not transferred to the server again.

Example 7.19 INSERT prepared once, executed multiple times

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("example.com", "user", "password", "database");
/* Non-prepared statement */
$mysqli->query("DROP TABLE IF EXISTS test");
$mysqli->query("CREATE TABLE test(id INT, label TEXT)");
/* Prepared statement, stage 1: prepare */
$stmt = $mysqli->prepare("INSERT INTO test(id, label) VALUES (?, ?)" );
/* Prepared statement, stage 2: bind and execute */
$data = [
    1 => 'PHP',
    2 => 'Java',
    3 => 'C++'
];
foreach ($data as $id => $label) {
    $stmt->execute();
}
$result = $mysqli->query("SELECT id, label FROM test");
var_dump($result->fetch_all(MYSQLI_ASSOC));
```

The above example will output:
Every prepared statement occupies server resources. Statements should be closed explicitly immediately after use. If not done explicitly, the statement will be closed when the statement handle is freed by PHP.

Using a prepared statement is not always the most efficient way of executing a statement. A prepared statement executed only once causes more client-server round-trips than a non-prepared statement. This is why the `SELECT` is not run as a prepared statement above.

Also, consider the use of the MySQL multi-INSERT SQL syntax for INSERTs. For the example, multi-INSERT requires fewer round-trips between the server and client than the prepared statement shown above.

**Example 7.20 Less round trips using multi-INSERT SQL**

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("example.com", "user", "password", "database");
$mysqli->query("DROP TABLE IF EXISTS test");
$mysqli->query("CREATE TABLE test(id INT)");
$values = [1, 2, 3, 4];
$stmt = $mysqli->prepare("INSERT INTO test(id) VALUES (?, ?, ?, ?)");
$stmt->bind_param('iiii', ...$values);
$stmt->execute();
```

**Result set values data types**

The MySQL Client Server Protocol defines a different data transfer protocol for prepared statements and non-prepared statements. Prepared statements are using the so called binary protocol. The MySQL server sends result set data "as is" in binary format. Results are not serialized into strings before sending. Client libraries receive binary data and try to convert the values into appropriate PHP data types. For example, results from an SQL `INT` column will be provided as PHP integer variables.

**Example 7.21 Native datatypes**

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
// Non-prepared statement */
$mysqli = new mysqli("example.com", "user", "password", "database");
$mysqli->query("DROP TABLE IF EXISTS test");
$mysqli->query("CREATE TABLE test(id INT, label TEXT)");
$mysqli->query("INSERT INTO test(id, label) VALUES (1, 'PHP')");
```
The above example will output:

```
id = 1 (integer)
label = PHP (string)
```

This behavior differs from non-prepared statements. By default, non-prepared statements return all results as strings. This default can be changed using a connection option. If the connection option is used, there are no differences.

### Fetching results using bound variables

Results from prepared statements can either be retrieved by binding output variables, or by requesting a `mysqli_result` object.

Output variables must be bound after statement execution. One variable must be bound for every column of the statements result set.

#### Example 7.22 Output variable binding

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("example.com", "user", "password", "database");
/* Non-prepared statement */
$mysqli->query("DROP TABLE IF EXISTS test");
$mysqli->query("CREATE TABLE test(id INT, label TEXT)"TES");
$mysqli->query("INSERT INTO test(id, label) VALUES (1, 'PHP')"TES");
$stmt = $mysqli->prepare("SELECT id, label FROM test WHERE id = 1"TES");
$stmt->execute();
$stmt->bind_result($out_id, $out_label);
while ($stmt->fetch()) {
    printf("id = %s (%s), label = %s (%s)\n", $out_id, gettype($out_id), $out_label, gettype($out_label));
}
```

The above example will output:

```
id = 1 (integer), label = PHP (string)
```

Prepared statements return unbuffered result sets by default. The results of the statement are not implicitly fetched and transferred from the server to the client for client-side buffering. The result set takes server resources until all results have been fetched by the client. Thus it is recommended to consume results timely. If a client fails to fetch all results or the client closes the statement before having fetched all data, the data has to be fetched implicitly by `mysqli`.

It is also possible to buffer the results of a prepared statement using `mysqli_stmt::store_result`.

#### Fetching results using mysqli_result interface

Instead of using bound results, results can also be retrieved through the `mysqli_result` interface.

`mysqli_stmt::get_result` returns a buffered result set.
Example 7.23 Using mysqli_result to fetch results

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("example.com", "user", "password", "database");
/* Non-prepared statement */
$mysqli->query("DROP TABLE IF EXISTS test");
$mysqli->query("CREATE TABLE test(id INT, label TEXT)");
$stmt = $mysqli->prepare("SELECT id, label FROM test WHERE id = 1");
$stmt->execute();
$result = $stmt->get_result();
var_dump($result->fetch_all(MYSQLI_ASSOC));
```

The above example will output:

```
array(1) {
[0] =>
  array(2) {
    "id" => int(1)
    "label" => string(3) "PHP"
  }
}
```

Using the `mysqli_result` interface offers the additional benefit of flexible client-side result set navigation.

Example 7.24 Buffered result set for flexible read out

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("example.com", "user", "password", "database");
/* Non-prepared statement */
$mysqli->query("DROP TABLE IF EXISTS test");
$mysqli->query("CREATE TABLE test(id INT, label TEXT)");
$stmt = $mysqli->prepare("SELECT id, label FROM test");
$stmt->execute();
$result = $stmt->get_result();
for ($row_no = $result->num_rows - 1; $row_no >= 0; $row_no--) {
    $result->data_seek($row_no);
    var_dump($result->fetch_assoc());
}
```

The above example will output:

```
array(2) {
    "id" => int(3)
    "label" => string(3) "C++"
}
array(2) {
    "id" => int(2)
    "label" => string(4) "Java"
}
array(2) {
```
Escaping and SQL injection

Bound variables are sent to the server separately from the query and thus cannot interfere with it. The server uses these values directly at the point of execution, after the statement template is parsed. Bound parameters do not need to be escaped as they are never substituted into the query string directly. A hint must be provided to the server for the type of bound variable, to create an appropriate conversion. See the `mysqli_stmt::bind_param` function for more information.

Such a separation sometimes considered as the only security feature to prevent SQL injection, but the same degree of security can be achieved with non-prepared statements, if all the values are formatted correctly. It should be noted that correct formatting is not the same as escaping and involves more logic than simple escaping. Thus, prepared statements are simply a more convenient and less error-prone approach to this element of database security.

Client-side prepared statement emulation

The API does not include emulation for client-side prepared statement emulation.

Quick comparison of prepared and non-prepared statements

The table below compares server-side prepared and non-prepared statements.

<table>
<thead>
<tr>
<th></th>
<th>Prepared Statement</th>
<th>Non-prepared statement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Client-server round trips, SELECT, single execution</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>Statement string transferred from client to server</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Client-server round trips, SELECT, repeated (n) execution</td>
<td>1 + n</td>
<td>n</td>
</tr>
<tr>
<td>Statement string transferred from client to server</td>
<td>1 template, n times bound parameter, if any</td>
<td>n times and parsed every time</td>
</tr>
<tr>
<td>Input parameter binding API</td>
<td>Yes</td>
<td>No, manual input escaping</td>
</tr>
<tr>
<td>Output variable binding API</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Supports use of <code>mysqli_result</code> API</td>
<td>Yes, use <code>mysqli_stmt::get_result</code></td>
<td>Yes</td>
</tr>
<tr>
<td>Buffered result sets</td>
<td>Yes, use <code>mysqli_stmt::get_result</code> or binding with <code>mysqli_stmt::store_result</code></td>
<td>Yes, default of <code>mysqli::query</code></td>
</tr>
<tr>
<td>Unbuffered result sets</td>
<td>Yes, use output binding API</td>
<td>Yes, use <code>mysqli::real_query</code> with <code>mysqli::use_result</code></td>
</tr>
<tr>
<td>MySQL Client Server protocol data transfer flavor</td>
<td>Binary protocol</td>
<td>Text protocol</td>
</tr>
<tr>
<td>Result set values SQL data types</td>
<td>Preserved when fetching</td>
<td>Converted to string or preserved when fetching</td>
</tr>
<tr>
<td>Supports all SQL statements</td>
<td>Recent MySQL versions support most but not all</td>
<td>Yes</td>
</tr>
</tbody>
</table>
7.3.2.5 Stored Procedures

The MySQL database supports stored procedures. A stored procedure is a subroutine stored in the database catalog. Applications can call and execute the stored procedure. The `CALL` SQL statement is used to execute a stored procedure.

**Parameter**

Stored procedures can have IN, INOUT and OUT parameters, depending on the MySQL version. The mysqli interface has no special notion for the different kinds of parameters.

**IN parameter**

Input parameters are provided with the `CALL` statement. Please, make sure values are escaped correctly.

**Example 7.25 Calling a stored procedure**

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("example.com", "user", "password", "database");
$mysqli->query("DROP TABLE IF EXISTS test");
$mysqli->query("CREATE TABLE test(id INT)");
$mysqli->query("DROP PROCEDURE IF EXISTS p");
$mysqli->query("CREATE PROCEDURE p(IN id_val INT) BEGIN INSERT INTO test(id) VALUES(id_val); END;");
$mysqli->query("CALL p(1)");
$result = $mysqli->query("SELECT id FROM test");
var_dump($result->fetch_assoc());
```

The above example will output:

```
array(1) {
    ["id"] => string(1) "1"
}
```

**INOUT/OUT parameter**

The values of INOUT/OUT parameters are accessed using session variables.

**Example 7.26 Using session variables**

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("example.com", "user", "password", "database");
$mysqli->query("DROP PROCEDURE IF EXISTS p");
$mysqli->query("CREATE PROCEDURE p(IN id_val INT) BEGIN INSERT INTO test(id) VALUES(id_val); END;");
$mysqli->query("DROP TABLE IF EXISTS test");
$mysqli->query("CREATE TABLE test(id INT)");
$mysqli->query("SET @msg = ''");
$mysqli->query("CALL p(1)");
$result = $mysqli->query("SELECT id FROM test");
var_dump($result->fetch_assoc());
```
The above example will output:

```
Hi!
```

Application and framework developers may be able to provide a more convenient API using a mix of session variables and database catalog inspection. However, please note the possible performance impact of a custom solution based on catalog inspection.

### Handling result sets

Stored procedures can return result sets. Result sets returned from a stored procedure cannot be fetched correctly using `mysqli::query`. The `mysqli::query` function combines statement execution and fetching the first result set into a buffered result set, if any. However, there are additional stored procedure result sets hidden from the user which cause `mysqli::query` to fail returning the user expected result sets.

Result sets returned from a stored procedure are fetched using `mysqli::real_query` or `mysqli::mult_query`. Both functions allow fetching any number of result sets returned by a statement, such as `CALL`. Failing to fetch all result sets returned by a stored procedure causes an error.

**Example 7.27 Fetching results from stored procedures**

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("example.com", "user", "password", "database");
$mysqli->query("DROP TABLE IF EXISTS test");
$mysqli->query("CREATE TABLE test(id INT)" impressions statement)
$mysqli->query("INSERT INTO test(id) VALUES (1), (2), (3)" impression statement)
$mysqli->query("DROP PROCEDURE IF EXISTS p");
$mysqli->query("CREATE PROCEDURE p() READS SQL DATA BEGIN SELECT id FROM test; SELECT id + 1 FROM test END");
$mysqli->multi_query("CALL p()" impression statement)
do {
   if ($result = $mysqli->store_result()) {
      printf("---n");
      var_dump($result->fetch_all());
      $result->free();
   }
} while ($mysqli->next_result());
```

The above example will output:

```
---
array(3) {
   [0] =>
      array(2) {
         [0] =>
            string(1) "1"
         [1] =>
            string(1) "11"
      }
   [1] =>
      array(2) {
         [0] =>
            string(1) "2"
         [1] =>
            string(1) "22"
      }
   [2] =>
```
Use of prepared statements

No special handling is required when using the prepared statement interface for fetching results from the same stored procedure as above. The prepared statement and non-prepared statement interfaces are similar. Please note, that not every MYSQL server version may support preparing the CALL SQL statement.

Example 7.28 Stored Procedures and Prepared Statements

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("example.com", "user", "password", "database");
$mysqli->query("DROP TABLE IF EXISTS test");
$mysqli->query("CREATE TABLE test(id INT)");
$mysqli->query("INSERT INTO test VALUES (1), (2), (3)" );
$mysqli->query("DROP PROCEDURE IF EXISTS p");
$mysqli->query("CREATE PROCEDURE p() READS SQL DATA BEGIN SELECT id FROM test; SELECT id + 1 FROM test END;") ;
$stmt = $mysqli->prepare("CALL p()" );
$stmt->execute();
do {
    if ($result = $stmt->get_result()) {
        printf("---\n");
        var_dump($result->fetch_all());
        $result->free();
    }
} while ($stmt->next_result());
```

The above example will output:

```php
array(3) {
    [0]=>
        array(1) {
            [0]=>
                string(1) "1"
        }
    [1]=>
        array(1) {
            [0]=>
                string(1) "2"
        }
    [2]=>
        array(1) {
            [0]=>
                string(1) "3"
        }
}
```
Of course, use of the bind API for fetching is supported as well.

**Example 7.29 Stored Procedures and Prepared Statements using bind API**

```php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("example.com", "user", "password", "database");
$mysqli->query("DROP TABLE IF EXISTS test");
$mysqli->query("CREATE TABLE test(id INT)");
$mysqli->query("INSERT INTO test(id) VALUES (1), (2), (3)";)
$mysqli->query("DROP PROCEDURE IF EXISTS p");
$mysqli->query("CREATE PROCEDURE p() READS SQL DATA BEGIN SELECT id FROM test; SELECT id + 1 FROM test; END;";)
$stmt = $mysqli->prepare("CALL p()")
$stmt->execute();
do {
  if ($stmt->store_result()) {
    $stmt->bind_result($id_out);
    while ($stmt->fetch()) {
      echo "id = $id_out\n";
    }
  }
} while ($stmt->next_result());
```

The above example will output:

```
id = 1
id = 2
id = 3
id = 2
id = 3
id = 4
```

See also

- `mysqli::query`
- `mysqli::multi_query`
- `mysqli::next_result`
- `mysqli::more_results`
7.3.2.6 Multiple Statements

MySQL optionally allows having multiple statements in one statement string, but it requires special handling.

Multiple statements or multi queries must be executed with `mysqli::multi_query`. The individual statements of the statement string are separated by semicolon. Then, all result sets returned by the executed statements must be fetched.

The MySQL server allows having statements that do return result sets and statements that do not return result sets in one multiple statement.

Example 7.30 Multiple Statements

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("example.com", "user", "password", "database");
$mysqli->query("DROP TABLE IF EXISTS test");
$mysqli->query("CREATE TABLE test(id INT)");
$sql = "SELECT COUNT(*) AS _num FROM test;
    INSERT INTO test(id) VALUES (1);
    SELECT COUNT(*) AS _num FROM test; ";
$mysqli->multi_query($sql);
do {
    if ($result = $mysqli->store_result()) {
        var_dump($result->fetch_all(MYSQLI_ASSOC));
        $result->free();
    }
} while ($mysqli->next_result());
```

The above example will output:

```text
array(1) {
    [0] =>
        array(1) {
            ["_num"] =>
                string(1) "0"
        }
}
array(1) {
    [0] =>
        array(1) {
            ["_num"] =>
                string(1) "1"
        }
}
```

Security considerations

The API functions `mysqli::query` and `mysqli::real_query` do not set a connection flag necessary for activating multi queries in the server. An extra API call is used for multiple statements to reduce the damage of accidental SQL injection attacks. An attacker may try to add statements such as `; DROP DATABASE mysql` or `; SELECT SLEEP(999)`. If the attacker succeeds in adding SQL to the statement string but `mysqli::multi_query` is not used, the server will not execute the injected and malicious SQL statement.

Example 7.31 SQL Injection

```php
<?php
```
$mysqli = new mysqli("example.com", "user", "password", "database");
$result = $mysqli->query("SELECT 1; DROP TABLE mysql.user");
if (!$result) {
    echo "Error executing query: (" . $mysqli->errno . ") " . $mysqli->error;
}
?>

The above example will output:

```error
Error executing query: (1064) You have an error in your SQL syntax; check the manual that corresponds to your MySQL server version for the right syntax to use near 'DROP TABLE mysql.user' at line 1
```

**Prepared statements**

Use of the multiple statement with prepared statements is not supported.

**See also**

mysqli::query
mysqli::multi_query
mysqli::next_result
mysqli::more_results

### 7.3.2.7 API support for transactions

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The MySQL server supports transactions depending on the storage engine used. Since MySQL 5.5, the default storage engine is InnoDB. InnoDB has full ACID transaction support.

Transactions can either be controlled using SQL or API calls. It is recommended to use API calls for enabling and disabling the `autocommit` mode and for committing and rolling back transactions.

**Example 7.32 Setting `autocommit` mode with SQL and through the API**

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);

$mysqli = new mysqli("example.com", "user", "password", "database");

/* Recommended: using API to control transactional settings */
$mysqli->autocommit(false);

/* Won’t be monitored and recognized by the replication and the load balancing plugin */
$mysqli->query('SET AUTOCOMMIT = 0');
```

Optional feature packages, such as the replication and load balancing plugin, can easily monitor API calls. The replication plugin offers transaction aware load balancing, if transactions are controlled with API calls. Transaction aware load balancing is not available if SQL statements are used for setting `autocommit` mode, committing or rolling back a transaction.

**Example 7.33 Commit and rollback**

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);

$mysqli = new mysqli("example.com", "user", "password", "database");

$mysqli->autocommit(false);
$mysqli->query("INSERT INTO test(id) VALUES (1)");
$mysqli->rollback();
$mysqli->query("INSERT INTO test(id) VALUES (2)"puties);
$mysqli->commit();
```
Please note, that the MySQL server cannot roll back all statements. Some statements cause an implicit commit.

See also

mysqli::autocommit
mysqli::begin_transaction
mysqli::commit
mysqli::rollback

7.3.2.8 Metadata

A MySQL result set contains metadata. The metadata describes the columns found in the result set. All metadata sent by MySQL is accessible through the `mysqli` interface. The extension performs no or negligible changes to the information it receives. Differences between MySQL server versions are not aligned.

Meta data is access through the `mysqli_result` interface.

Example 7.34 Accessing result set meta data

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("example.com", "user", "password", "database");
$result = $mysqli->query("SELECT 1 AS _one, 'Hello' AS _two FROM DUAL");
var_dump($result->fetch_fields());
```

The above example will output:

```
array(2) {
  [0] =>
    object(stdClass)#3 (13) {
      ["name"] =>
          string(4) "_one"
      ["orgname"] =>
          string(0) ""
      ["table"] =>
          string(0) ""
      ["orgtable"] =>
          string(0) ""
      ["def"] =>
          string(0) ""
      ["db"] =>
          string(0) ""
      ["catalog"] =>
          string(0) ""
      ["max_length"] =>
          int(1)
      ["length"] =>
          int(1)
      ["charsetnr"] =>
          int(63)
      ["flags"] =>
          int(32897)
      ["type"] =>
          int(8)
      ["decimals"] =>
          int(0)
    }
  [1] => 461
}```
Prepared statements

Meta data of result sets created using prepared statements are accessed the same way. A suitable `mysqli_result` handle is returned by `mysqli_stmt::result_metadata`.

Example 7.35 Prepared statements metadata

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("example.com", "user", "password", "database");
$stmt = $mysqli->prepare("SELECT 1 AS _one, 'Hello' AS _two FROM DUAL");
$stmt->execute();
$result = $stmt->result_metadata();
var_dump($result->fetch_fields());
```

See also

mysqli::query
mysqli_result::fetch_fields

7.3.3 Installing/Configuring

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7.3.3.1 Requirements

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In order to have these functions available, you must compile PHP with support for the mysqli extension.

MySQL 8

When running a PHP version before 7.1.16, or PHP 7.2 before 7.2.4, set MySQL 8 Server’s default password plugin to `mysql_native_password` or else you will see errors similar to The server
requested authentication method unknown to the client [caching_sha2_password] even when caching_sha2_password is not used.

This is because MySQL 8 defaults to caching_sha2_password, a plugin that is not recognized by the older PHP (mysqlnd) releases. Instead, change it by setting default_authentication_plugin=mysql_native_password in my.cnf. The caching_sha2_password plugin will be supported in a future PHP release. In the meantime, the mysql_xdevapi extension does support it.

### 7.3.3.2 Installation

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The mysqli extension was introduced with PHP version 5.0.0. The MySQL Native Driver was included in PHP version 5.3.0.

**Installation on Linux**

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The common Unix distributions include binary versions of PHP that can be installed. Although these binary versions are typically built with support for the MySQL extensions, the extension libraries themselves may need to be installed using an additional package. Check the package manager that comes with your chosen distribution for availability.

For example, on Ubuntu the php5-mysql package installs the ext/mysql, ext/mysqli, and pdo_mysql PHP extensions. On CentOS, the php-mysql package also installs these three PHP extensions.

Alternatively, you can compile this extension yourself. Building PHP from source allows you to specify the MySQL extensions you want to use, as well as your choice of client library for each extension.

The MySQL Native Driver is the recommended client library option, as it results in improved performance and gives access to features not available when using the MySQL Client Library. Refer to What is PHP's MySQL Native Driver? for a brief overview of the advantages of MySQL Native Driver.

The /path/to/mysql_config represents the location of the mysql_config program that comes with MySQL Server.

**Table 7.3 mysqli compile time support matrix**

<table>
<thead>
<tr>
<th>PHP Version</th>
<th>Default</th>
<th>Configure Options: mysqlind</th>
<th>Configure Options: libmysqlclient</th>
<th>Changelog</th>
</tr>
</thead>
<tbody>
<tr>
<td>5.4.x and above</td>
<td>mysqlind</td>
<td>--with-mysqli</td>
<td>--with-mysqli=/path/to/mysql_config</td>
<td>mysqlnd is the default</td>
</tr>
<tr>
<td>5.3.x</td>
<td>libmysqlclient</td>
<td>--with-mysqli=mysqlnd</td>
<td>--with-mysqli=/path/to/mysql_config</td>
<td>mysqlnd is supported</td>
</tr>
<tr>
<td>5.0.x, 5.1.x, 5.2.x</td>
<td>libmysqlclient</td>
<td>Not Available</td>
<td>--with-mysqli=/path/to/mysql_config</td>
<td>mysqlnd is not supported</td>
</tr>
</tbody>
</table>

Note that it is possible to freely mix MySQL extensions and client libraries. For example, it is possible to enable the MySQL extension to use the MySQL Client Library (libmysqlclient), while configuring the mysqli extension to use the MySQL Native Driver. However, all permutations of extension and client library are possible.
Installation on Windows Systems

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On Windows, PHP is most commonly installed using the binary installer.

PHP 5.3.0 and newer

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On Windows, for PHP versions 5.3 and newer, the mysqli extension is enabled and uses the MySQL Native Driver by default. This means you don’t need to worry about configuring access to libmysql.dll.

PHP 5.0, 5.1, 5.2

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On these old unsupported PHP versions (PHP 5.2 reached EOL on '6 Jan 2011'), additional configuration procedures are required to enable mysqli and specify the client library you want it to use.

The mysqli extension is not enabled by default, so the php_mysqli.dll DLL must be enabled inside of php.ini. In order to do this you need to find the php.ini file (typically located in c:\php), and make sure you remove the comment (semi-colon) from the start of the line extension=php_mysqli.dll, in the section marked [PHP_MYSQLI].

Also, if you want to use the MySQL Client Library with mysqli, you need to make sure PHP can access the client library file. The MySQL Client Library is included as a file named libmysql.dll in the Windows PHP distribution. This file needs to be available in the Windows system's PATH environment variable, so that it can be successfully loaded. See the FAQ titled "How do I add my PHP directory to the PATH on Windows" for information on how to do this. Copying libmysql.dll to the Windows system directory (typically c:\Windows\system) also works, as the system directory is by default in the system's PATH. However, this practice is strongly discouraged.

As with enabling any PHP extension (such as php_mysqli.dll), the PHP directive extension_dir should be set to the directory where the PHP extensions are located. See also the Manual Windows Installation Instructions. An example extension_dir value for PHP 5 is c:\php\ext.

Note

If when starting the web server an error similar to the following occurs: "Unable to load dynamic library './php_mysqli.dll'", this is because php_mysqli.dll and/or libmysql.dll cannot be found by the system.

7.3.3.3 Runtime Configuration

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The behaviour of these functions is affected by settings in php.ini.

Table 7.4 MySQLI Configuration Options

<table>
<thead>
<tr>
<th>Name</th>
<th>Default</th>
<th>Changeable</th>
<th>Changelog</th>
</tr>
</thead>
<tbody>
<tr>
<td>mysqli.allow_local_infile</td>
<td>&quot;0&quot;</td>
<td>PHP_INI_SYSTEM</td>
<td>Before PHP 7.2.16 and 7.3.3 the default was &quot;1&quot;.</td>
</tr>
<tr>
<td>mysqli.local_infile_directory</td>
<td></td>
<td>PHP_INI_SYSTEM</td>
<td></td>
</tr>
<tr>
<td>mysqli.allow_persistent</td>
<td>&quot;1&quot;</td>
<td>PHP_INI_SYSTEM</td>
<td></td>
</tr>
<tr>
<td>mysqli.max_persistent</td>
<td>&quot;+1&quot;</td>
<td>PHP_INI_SYSTEM</td>
<td></td>
</tr>
<tr>
<td>Name</td>
<td>Default</td>
<td>Changeable</td>
<td>Changelog</td>
</tr>
<tr>
<td>--------------------------</td>
<td>------------------</td>
<td>------------------</td>
<td>------------------</td>
</tr>
<tr>
<td>mysqli.max_links</td>
<td>&quot;-1&quot;</td>
<td>PHP_INI_SYSTEM</td>
<td></td>
</tr>
<tr>
<td>mysqli.default_port</td>
<td>&quot;3306&quot;</td>
<td>PHP_INI_ALL</td>
<td></td>
</tr>
<tr>
<td>mysqli.default_socket</td>
<td>NULL</td>
<td>PHP_INI_ALL</td>
<td></td>
</tr>
<tr>
<td>mysqli.default_host</td>
<td>NULL</td>
<td>PHP_INI_ALL</td>
<td></td>
</tr>
<tr>
<td>mysqli.default_user</td>
<td>NULL</td>
<td>PHP_INI_ALL</td>
<td></td>
</tr>
<tr>
<td>mysqli.default_pw</td>
<td>NULL</td>
<td>PHP_INI_ALL</td>
<td></td>
</tr>
<tr>
<td>mysqli.reconnect</td>
<td>&quot;0&quot;</td>
<td>PHP_INI_SYSTEM</td>
<td></td>
</tr>
<tr>
<td>mysqli.rollback_on_cached_plink</td>
<td>TRUE</td>
<td>PHP_INI_SYSTEM</td>
<td></td>
</tr>
</tbody>
</table>

For further details and definitions of the preceding PHP_INI_* constants, see the chapter on configuration changes.

Here's a short explanation of the configuration directives.

mysqli.allow_local_infile int
Allow accessing, from PHP's perspective, local files with LOAD DATA statements

mysqli.local_infile_directory string
Allows restricting LOCAL DATA loading to files located in this designated directory.

mysqli.allow_persistent int
Enable the ability to create persistent connections using mysqli_connect.

mysqli.max_persistent int
Maximum of persistent connections that can be made. Set to 0 for unlimited.

mysqli.max_links int
The maximum number of MySQL connections per process.

mysqli.default_port int
The default TCP port number to use when connecting to the database server if no other port is specified. If no default is specified, the port will be obtained from the MYSQL_TCP_PORT environment variable, the mysql-tcp entry in /etc/services or the compile-time MYSQL_PORT constant, in that order. Win32 will only use the MYSQL_PORT constant.

mysqli.default_socket string
The default socket name to use when connecting to a local database server if no other socket name is specified.

mysqli.default_host string
The default server host to use when connecting to the database server if no other host is specified.

mysqli.default_user string
The default user name to use when connecting to the database server if no other name is specified.

mysqli.default_pw string
The default password to use when connecting to the database server if no other password is specified.

mysqli.reconnect int
Automatically reconnect if the connection was lost.

Note
This php.ini setting is ignored by the mysqlnd driver.

mysqli.rollback_on_cached_plink bool
If this option is enabled, closing a persistent connection will rollback any pending transactions of this connection before it is put back into the persistent connection pool. Otherwise, pending transactions
will be rolled back only when the connection is reused, or when it is actually closed.

Users cannot set `MYSQL_OPT_READ_TIMEOUT` through an API call or runtime configuration setting. Note that if it were possible there would be differences between how `libmysqlclient` and streams would interpret the value of `MYSQL_OPT_READ_TIMEOUT`.

### 7.3.3.4 Resource Types

This extension has no resource types defined.

### 7.3.4 The mysqli Extension and Persistent Connections

The idea behind persistent connections is that a connection between a client process and a database can be reused by a client process, rather than being created and destroyed multiple times. This reduces the overhead of creating fresh connections every time one is required, as unused connections are cached and ready to be reused.

Unlike the mysql extension, mysqli does not provide a separate function for opening persistent connections. To open a persistent connection you must prepend `p:` to the hostname when connecting.

The problem with persistent connections is that they can be left in unpredictable states by clients. For example, a table lock might be activated before a client terminates unexpectedly. A new client process reusing this persistent connection will get the connection “as is”. Any cleanup would need to be done by the new client process before it could make good use of the persistent connection, increasing the burden on the programmer.

The persistent connection of the mysqli extension however provides built-in cleanup handling code. The cleanup carried out by mysqli includes:

- Rollback active transactions
- Close and drop temporary tables
- Unlock tables
- Reset session variables
- Close prepared statements (always happens with PHP)
- Close handler
- Release locks acquired with `GET_LOCK`

This ensures that persistent connections are in a clean state on return from the connection pool, before the client process uses them.

The mysqli extension does this cleanup by automatically calling the C-API function `mysql_change_user()`.

The automatic cleanup feature has advantages and disadvantages though. The advantage is that the programmer no longer needs to worry about adding cleanup code, as it is called automatically. However, the disadvantage is that the code could potentially be a little slower, as the code to perform the cleanup needs to run each time a connection is returned from the connection pool.

It is possible to switch off the automatic cleanup code, by compiling PHP with `MYSQLI_NO_CHANGE_USER_ON_PCONNECT` defined.
Note

The **mysqli** extension supports persistent connections when using either MySQL Native Driver or MySQL Client Library.

### 7.3.5 Predefined Constants

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The constants below are defined by this extension, and will only be available when the extension has either been compiled into PHP or dynamically loaded at runtime.

- **MYSQLI_READ_DEFAULT_GROUP**: Read options from the named group from `my.cnf` or the file specified with **MYSQLI_READ_DEFAULT_FILE**
- **MYSQLI_READ_DEFAULT_FILE**: Read options from the named option file instead of from `my.cnf`
- **MYSQLI_OPT_CONNECT_TIMEOUT**: Connect timeout in seconds
- **MYSQLI_OPT_READ_TIMEOUT**: Command execution result timeout in seconds. Available as of PHP 7.2.0.
- **MYSQLI_OPT_LOCAL_INFILE**: Enables command `LOAD LOCAL INFILE`
- **MYSQLI_OPT_INT_AND_FLOAT_NATIVE**: Convert integer and float columns back to PHP numbers. Only valid for `mysqlnd`.
- **MYSQLI_OPT_NET_CMD_BUFFER_SIZE**: The size of the internal command/network buffer. Only valid for `mysqlnd`.
- **MYSQLI_OPT_NET_READ_BUFFER_SIZE**: Maximum read chunk size in bytes when reading the body of a MySQL command packet. Only valid for `mysqlnd`. Requires MySQL 5.1.10 and up
- **MYSQLI_INIT_COMMAND**: Command to execute when connecting to MySQL server. Will automatically be re-executed when reconnecting.
- **MYSQLI_CLIENT_SSL**: Use SSL (encrypted protocol). This option should not be set by application programs; it is set internally in the MySQL client library
- **MYSQLI_CLIENT_COMPRESS**: Use compression protocol
- **MYSQLI_CLIENT_INTERACTIVE**: Allow `interactive_timeout` seconds (instead of `wait_timeout` seconds) of inactivity before closing the connection. The client's session `wait_timeout` variable will be set to the value of the session `interactive_timeout` variable.
- **MYSQLI_CLIENT_IGNORE_SPACE**: Allow spaces after function names. Makes all functions names reserved words.
- **MYSQLI_CLIENT_NO_SCHEMA**: Don't allow the `db_name.tbl_name.col_name` syntax.
- **MYSQLI_CLIENT_MULTI_QUERIES**: Allows multiple semicolon-delimited queries in a single `mysqli_query` call.
- **MYSQLI_STORE_RESULT**: For using buffered resultsets
- **MYSQLI_USE_RESULT**: For using unbuffered resultsets
- **MYSQLI_ASSOC**: Columns are returned into the array having the fieldname as the array index.
- **MYSQLI_NUM**: Columns are returned into the array having an enumerated index.
### Predefined Constants

<table>
<thead>
<tr>
<th>Constant</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>MYSQLI_BOTH</code></td>
<td>Columns are returned into the array having both a numerical index and the fieldname as the associative index.</td>
</tr>
<tr>
<td><code>MYSQLI_NOT_NULL_FLAG</code></td>
<td>Indicates that a field is defined as <code>NOT NULL</code></td>
</tr>
<tr>
<td><code>MYSQLI_PRI_KEY_FLAG</code></td>
<td>Field is part of a primary index</td>
</tr>
<tr>
<td><code>MYSQLI_UNIQUE_KEY_FLAG</code></td>
<td>Field is part of a unique index</td>
</tr>
<tr>
<td><code>MYSQLI_MULTIPLE_KEY_FLAG</code></td>
<td>Field is part of an index</td>
</tr>
<tr>
<td><code>MYSQLI_BLOB_FLAG</code></td>
<td>Field is defined as <code>BLOB</code></td>
</tr>
<tr>
<td><code>MYSQLI_UNSIGNED_FLAG</code></td>
<td>Field is defined as <code>UNSIGNED</code></td>
</tr>
<tr>
<td><code>MYSQLI_ZEROFILL_FLAG</code></td>
<td>Field is defined as <code>ZEROFILL</code></td>
</tr>
<tr>
<td><code>MYSQLI_AUTO_INCREMENT_FLAG</code></td>
<td>Field is defined as <code>AUTO_INCREMENT</code></td>
</tr>
<tr>
<td><code>MYSQLI_TIMESTAMP_FLAG</code></td>
<td>Field is defined as <code>TIMESTAMP</code></td>
</tr>
<tr>
<td><code>MYSQLI_SET_FLAG</code></td>
<td>Field is defined as <code>SET</code></td>
</tr>
<tr>
<td><code>MYSQLI_NUM_FLAG</code></td>
<td>Field is defined as <code>NUMERIC</code></td>
</tr>
<tr>
<td><code>MYSQLI_PART_KEY_FLAG</code></td>
<td>Field is part of a multi-index</td>
</tr>
<tr>
<td><code>MYSQLI_GROUP_FLAG</code></td>
<td>Field is part of <code>GROUP BY</code></td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_DECIMAL</code></td>
<td>Field is defined as <code>DECIMAL</code></td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_NEWDECIMAL</code></td>
<td>Field is defined as <code>DECIMAL</code> or <code>NUMERIC</code> field (MySQL 5.0.3 and up)</td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_BIT</code></td>
<td>Field is defined as <code>BIT</code> (MySQL 5.0.3 and up)</td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_TINY</code></td>
<td>Field is defined as <code>TINYINT</code></td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_SHORT</code></td>
<td>Field is defined as <code>SMALLINT</code></td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_LONG</code></td>
<td>Field is defined as <code>INT</code></td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_FLOAT</code></td>
<td>Field is defined as <code>FLOAT</code></td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_DOUBLE</code></td>
<td>Field is defined as <code>DOUBLE</code></td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_NULL</code></td>
<td>Field is defined as <code>DEFAULT NULL</code></td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_TIMESTAMP</code></td>
<td>Field is defined as <code>TIMESTAMP</code></td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_LONGLONG</code></td>
<td>Field is defined as <code>BIGINT</code></td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_INT24</code></td>
<td>Field is defined as <code>MEDIUMINT</code></td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_DATE</code></td>
<td>Field is defined as <code>DATE</code></td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_TIME</code></td>
<td>Field is defined as <code>TIME</code></td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_DATETIME</code></td>
<td>Field is defined as <code>DATETIME</code></td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_YEAR</code></td>
<td>Field is defined as <code>YEAR</code></td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_NEWDATE</code></td>
<td>Field is defined as <code>DATE</code></td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_INTERVAL</code></td>
<td>Field is defined as <code>INTERVAL</code></td>
</tr>
<tr>
<td><code>MYSQLI_TYPE_ENUM</code></td>
<td>Field is defined as <code>ENUM</code></td>
</tr>
</tbody>
</table>
### Predefined Constants

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MYSQLI_TYPE_SET</td>
<td>Field is defined as <strong>SET</strong></td>
</tr>
<tr>
<td>MYSQLI_TYPE_TINY_BLOB</td>
<td>Field is defined as <strong>TINYBLOB</strong></td>
</tr>
<tr>
<td>MYSQLI_TYPE_MEDIUM_BLOB</td>
<td>Field is defined as <strong>MEDIUMBLOB</strong></td>
</tr>
<tr>
<td>MYSQLI_TYPE_LONG_BLOB</td>
<td>Field is defined as <strong>LONGBLOB</strong></td>
</tr>
<tr>
<td>MYSQLI_TYPE_BLOB</td>
<td>Field is defined as <strong>BLOB</strong></td>
</tr>
<tr>
<td>MYSQLI_TYPE_VAR_STRING</td>
<td>Field is defined as <strong>VARCHAR</strong></td>
</tr>
<tr>
<td>MYSQLI_TYPE_STRING</td>
<td>Field is defined as <strong>CHAR</strong> or <strong>BINARY</strong></td>
</tr>
<tr>
<td>MYSQLI_TYPE_CHAR</td>
<td>Field is defined as <strong>TINYINT</strong>. For <strong>CHAR</strong>, see MYSQLI_TYPE_STRING</td>
</tr>
<tr>
<td>MYSQLI_TYPE_GEOMETRY</td>
<td>Field is defined as <strong>GEOMETRY</strong></td>
</tr>
<tr>
<td>MYSQLI_TYPE_JSON</td>
<td>Field is defined as <strong>JSON</strong>. Only valid for mysqli and MySQL 5.7.8 and up.</td>
</tr>
<tr>
<td>MYSQLI_NEED_DATA</td>
<td>More data available for bind variable</td>
</tr>
<tr>
<td>MYSQLI_NO_DATA</td>
<td>No more data available for bind variable</td>
</tr>
<tr>
<td>MYSQLI_DATA_TRUNCATED</td>
<td>Data truncation occurred. Available since MySQL 5.0.5.</td>
</tr>
<tr>
<td>MYSQLI_ENUM_FLAG</td>
<td>Field is defined as <strong>ENUM</strong>.</td>
</tr>
<tr>
<td>MYSQLI_BINARY_FLAG</td>
<td>Field is defined as <strong>BINARY</strong>.</td>
</tr>
<tr>
<td>MYSQLI_CURSOR_TYPE_FOR_UPDATE</td>
<td></td>
</tr>
<tr>
<td>MYSQLI_CURSOR_TYPE_NO_CURSOR</td>
<td></td>
</tr>
<tr>
<td>MYSQLI_CURSOR_TYPE_READ_ONLY</td>
<td></td>
</tr>
<tr>
<td>MYSQLI_CURSOR_TYPE_SCROLLABLE</td>
<td></td>
</tr>
<tr>
<td>MYSQLI_STMT_ATTR_CURSOR_TYPE</td>
<td></td>
</tr>
<tr>
<td>MYSQLI_STMT_ATTR_PREFETCH_ROWS</td>
<td></td>
</tr>
<tr>
<td>MYSQLI_STMT_ATTR_UPDATE_MAX_LENGTH</td>
<td></td>
</tr>
<tr>
<td>MYSQLI_SET_CHARSET_NAME</td>
<td></td>
</tr>
<tr>
<td>MYSQLI_REPORT_INDEX</td>
<td>Report if no index or bad index was used in a query.</td>
</tr>
<tr>
<td>MYSQLI_REPORT_ERROR</td>
<td>Report errors from mysqli function calls.</td>
</tr>
<tr>
<td>MYSQLI_REPORT_STRICT</td>
<td>Throw a <strong>mysqli_sql_exception</strong> for errors instead of warnings.</td>
</tr>
<tr>
<td>MYSQLI_REPORT_ALL</td>
<td>Set all options on (report all).</td>
</tr>
<tr>
<td>MYSQLI_REPORT_OFF</td>
<td>Turns reporting off.</td>
</tr>
<tr>
<td>MYSQLI_DEBUG_TRACE_ENABLED</td>
<td>Is set to 1 if <strong>mysqli_debug</strong> functionality is enabled.</td>
</tr>
<tr>
<td>MYSQLI_SERVER_QUERY_NO_GOOD_INDEX_USED</td>
<td></td>
</tr>
<tr>
<td>MYSQLI_SERVER_QUERY_NO_INDEX_USED</td>
<td></td>
</tr>
<tr>
<td>MYSQLI_SERVER_PUBLIC_KEY</td>
<td></td>
</tr>
</tbody>
</table>
**MYSQLI_REFRESH_GRANT**  Refreshes the grant tables.
**MYSQLI_REFRESH_LOG**  Flushes the logs, like executing the `FLUSH LOGS` SQL statement.
**MYSQLI_REFRESH_TABLES**  Flushes the table cache, like executing the `FLUSH TABLES` SQL statement.
**MYSQLI_REFRESH_HOSTS**  Flushes the host cache, like executing the `FLUSH HOSTS` SQL statement.
**MYSQLI_REFRESH_STATUS**  Reset the status variables, like executing the `FLUSH STATUS` SQL statement.
**MYSQLI_REFRESH_THREADS**  Flushes the thread cache.
**MYSQLI_REFRESH_SLAVE**  On a slave replication server: resets the master server information, and restarts the slave. Like executing the `RESET SLAVE` SQL statement.
**MYSQLI_REFRESH_MASTER**  On a master replication server: removes the binary log files listed in the binary log index, and truncates the index file. Like executing the `RESET MASTER` SQL statement.
**MYSQLI_TRANS_COR_AND_CHAIN**  Appends "AND CHAIN" to `mysqli_commit` or `mysqli_rollback`.
**MYSQLI_TRANS_COR_AND_NO_CHAIN**  Appends "AND NO CHAIN" to `mysqli_commit` or `mysqli_rollback`.
**MYSQLI_TRANS_COR_RELEASE**  Appends "RELEASE" to `mysqli_commit` or `mysqli_rollback`.
**MYSQLI_TRANS_COR_NO_RELEASE**  Appends "NO RELEASE" to `mysqli_commit` or `mysqli_rollback`.
**MYSQLI_TRANS_START_READ_ONLY**  Start the transaction as "START TRANSACTION READ ONLY" with `mysqli_begin_transaction`.
**MYSQLI_TRANS_START_READ_WRITE**  Start the transaction as "START TRANSACTION READ WRITE" with `mysqli_begin_transaction`.
**MYSQLI_TRANS_START_CONSISTENT_SNAPSHOT**  Start the transaction as "START TRANSACTION WITH CONSISTENT SNAPSHOT" with `mysqli_begin_transaction`.
**MYSQLI_CLIENT_SSL_DONT_VERIFY_SERVER_CERT**  Requires MySQL 5.6.5 and up.

### 7.3.6 Notes

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Some implementation notes:

1. Support was added for `MYSQL_TYPE_GEOMETRY` to the MySQLi extension in PHP 5.3.

2. Note there are different internal implementations within `libmysqlclient` and `mysqlnd` for handling columns of type `MYSQL_TYPE_GEOMETRY`. Generally speaking, `mysqlnd` will allocate significantly less memory. For example, if there is a `POINT` column in a result set, `libmysqlclient` may pre-allocate up to 4GB of RAM although less than 50 bytes are needed for holding a `POINT` column in memory. Memory allocation is much lower, less than 50 bytes, if using `mysqlnd`.

### 7.3.7 The MySQLi Extension Function Summary

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<table>
<thead>
<tr>
<th>mysqli Class</th>
<th>OOP Interface</th>
<th>Procedural Interface</th>
<th>Alias (Do not use)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Properties</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>$mysqli::affected_rows</td>
<td>mysqli_affected_rows</td>
<td>N/A</td>
<td>Gets the number of affected rows in a previous MySQL operation</td>
<td></td>
</tr>
<tr>
<td>$mysqli::client_info</td>
<td>mysqli_get_client_info</td>
<td>N/A</td>
<td>Returns the MySQL client version as a string</td>
<td></td>
</tr>
<tr>
<td>$mysqli::client_version</td>
<td>mysqli_get_client_version</td>
<td>N/A</td>
<td>Returns MySQL client version info as an integer</td>
<td></td>
</tr>
<tr>
<td>$mysqli::connect_errno</td>
<td>mysqli_connect_errno</td>
<td>N/A</td>
<td>Returns the error code from last connect call</td>
<td></td>
</tr>
<tr>
<td>$mysqli::connect_error</td>
<td>mysqli_connect_error</td>
<td>N/A</td>
<td>Returns a string description of the last connect error</td>
<td></td>
</tr>
<tr>
<td>$mysqli::errno</td>
<td>mysqli_errno</td>
<td>N/A</td>
<td>Returns the error code for the most recent function call</td>
<td></td>
</tr>
<tr>
<td>$mysqli::error</td>
<td>mysqli_error</td>
<td>N/A</td>
<td>Returns a string description of the last error</td>
<td></td>
</tr>
<tr>
<td>$mysqli::field_count</td>
<td>mysqli_field_count</td>
<td>N/A</td>
<td>Returns the number of columns for the most recent query</td>
<td></td>
</tr>
<tr>
<td>$mysqli::host_info</td>
<td>mysqli_get_host_info</td>
<td>N/A</td>
<td>Returns a string representing the type of connection used</td>
<td></td>
</tr>
<tr>
<td>$mysqli::protocol_version</td>
<td>mysqli_get_proto_info</td>
<td>N/A</td>
<td>Returns the version of the MySQL protocol used</td>
<td></td>
</tr>
<tr>
<td>$mysqli::server_info</td>
<td>mysqli_get_server_info</td>
<td>N/A</td>
<td>Returns the version of the MySQL server</td>
<td></td>
</tr>
<tr>
<td>$mysqli::server_version</td>
<td>mysqli_get_server_version</td>
<td>N/A</td>
<td>Returns the version of the MySQL server as an integer</td>
<td></td>
</tr>
<tr>
<td>$mysqli::info</td>
<td>mysqli_info</td>
<td>N/A</td>
<td>Retrieves information about the most recently executed query</td>
<td></td>
</tr>
<tr>
<td>$mysqli::insert_id</td>
<td>mysqli_insert_id</td>
<td>N/A</td>
<td>Returns the auto generated id used in the last query</td>
<td></td>
</tr>
<tr>
<td>$mysqli::sqlstate</td>
<td>mysqli_sqlstate</td>
<td>N/A</td>
<td>Returns the SQLSTATE error from previous MySQL operation</td>
<td></td>
</tr>
<tr>
<td>$mysqli::warning_count</td>
<td>mysqli_warning_count</td>
<td>N/A</td>
<td>Returns the number of warnings from the last query for the given link</td>
<td></td>
</tr>
</tbody>
</table>
## The MySQLi Extension Function Summary

<table>
<thead>
<tr>
<th>mysqli Class</th>
<th>OOP Interface</th>
<th>Procedural Interface</th>
<th>Alias (Do not use)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Methods</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>mysqli::autocommit</td>
<td>mysqli_autocommit</td>
<td>N/A</td>
<td></td>
<td>Turns on or off auto-committing database modifications</td>
</tr>
<tr>
<td>mysqli::change_user</td>
<td>mysqli_change_user</td>
<td>N/A</td>
<td></td>
<td>Changes the user of the specified database connection</td>
</tr>
<tr>
<td>mysqli::character_set_name</td>
<td>mysqli_character_set</td>
<td>mysqli_client_encoding</td>
<td></td>
<td>Returns the default character set for the database connection</td>
</tr>
<tr>
<td>mysqli::close</td>
<td>mysqli_close</td>
<td>N/A</td>
<td></td>
<td>Closes a previously opened database connection</td>
</tr>
<tr>
<td>mysqli::commit</td>
<td>mysqli_commit</td>
<td>N/A</td>
<td></td>
<td>Commits the current transaction</td>
</tr>
<tr>
<td>mysqli::__construct</td>
<td>mysqli_connect</td>
<td>N/A</td>
<td></td>
<td>Open a new connection to the MySQL server [Note: static (i.e. class) method]</td>
</tr>
<tr>
<td>mysqli::debug</td>
<td>mysqli_debug</td>
<td>N/A</td>
<td></td>
<td>Performs debugging operations</td>
</tr>
<tr>
<td>mysqli::dump_debug</td>
<td>mysqli_dump_debug</td>
<td>N/A</td>
<td></td>
<td>Dump debugging information into the log</td>
</tr>
<tr>
<td>mysqli::get_charset</td>
<td>mysqli_get_charset</td>
<td>N/A</td>
<td></td>
<td>Returns a character set object</td>
</tr>
<tr>
<td>mysqli::get_connection_stats</td>
<td>mysqli_get_connection_info</td>
<td>N/A</td>
<td></td>
<td>Returns client connection statistics. Available only with mysqlnd.</td>
</tr>
<tr>
<td>mysqli::get_client_info</td>
<td>mysqli_get_client_info</td>
<td>N/A</td>
<td></td>
<td>Returns the MySQL client version as a string</td>
</tr>
<tr>
<td>mysqli::get_client_stats</td>
<td>mysqli_get_client_statistics</td>
<td>N/A</td>
<td></td>
<td>Returns client per-process statistics. Available only with mysqlnd.</td>
</tr>
<tr>
<td>mysqli::get_server_info</td>
<td>mysqli_get_server_info</td>
<td>N/A</td>
<td></td>
<td>Returns a string representing the version of the MySQL server that the MySQLi extension is connected to</td>
</tr>
<tr>
<td>mysqli::get_warnings</td>
<td>mysqli_get_warnings</td>
<td>N/A</td>
<td></td>
<td>NOT DOCUMENTED</td>
</tr>
<tr>
<td>mysqli::init</td>
<td>mysqli_init</td>
<td>N/A</td>
<td></td>
<td>Initializes MySQLi and returns an object for use with mysqli_real_connect.</td>
</tr>
<tr>
<td>mysqli::kill</td>
<td>mysqli_kill</td>
<td>N/A</td>
<td></td>
<td>Asks the server to kill a MySQL thread</td>
</tr>
<tr>
<td>mysqli Class</td>
<td>OOP Interface</td>
<td>Procedural Interface</td>
<td>Alias (Do not use)</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>---------------------</td>
<td>----------------------</td>
<td>--------------------</td>
<td>----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>mysqli::more_result</td>
<td>mysqli_more_results</td>
<td>N/A</td>
<td>Check if there are more query results from a multi query</td>
<td></td>
</tr>
<tr>
<td>mysqli::multi_query</td>
<td>mysqli_multi_query</td>
<td>N/A</td>
<td>Performs a query on the database</td>
<td></td>
</tr>
<tr>
<td>mysqli::next_result</td>
<td>mysqli_next_result</td>
<td>N/A</td>
<td>Prepare next result from multi_query</td>
<td></td>
</tr>
<tr>
<td>mysqli::options</td>
<td>mysqli_options</td>
<td>mysqli_set_opt</td>
<td>Set options</td>
<td></td>
</tr>
<tr>
<td>mysqli::ping</td>
<td>mysqli_ping</td>
<td>N/A</td>
<td>Pings a server connection, or tries to reconnect if the connection has gone down</td>
<td></td>
</tr>
<tr>
<td>mysqli::prepare</td>
<td>mysqli_prepare</td>
<td>N/A</td>
<td>Prepare an SQL statement for execution</td>
<td></td>
</tr>
<tr>
<td>mysqli::query</td>
<td>mysqli_query</td>
<td>N/A</td>
<td>Performs a query on the database</td>
<td></td>
</tr>
<tr>
<td>mysqli::real_connect</td>
<td>mysqli_real_connect</td>
<td>N/A</td>
<td>Opens a connection to a mysql server</td>
<td></td>
</tr>
<tr>
<td>mysqli::real_escape_string</td>
<td>mysqli_real_escape_string</td>
<td>mysqli_escape_string</td>
<td>Escapes special characters in a string for use in an SQL statement, taking into account the current charset of the connection</td>
<td></td>
</tr>
<tr>
<td>mysqli::real_query</td>
<td>mysqli_real_query</td>
<td>N/A</td>
<td>Execute an SQL query</td>
<td></td>
</tr>
<tr>
<td>mysqli::refresh</td>
<td>mysqli_refresh</td>
<td>N/A</td>
<td>Flushes tables or caches, or resets the replication server information</td>
<td></td>
</tr>
<tr>
<td>mysqli::rollback</td>
<td>mysqli_rollback</td>
<td>N/A</td>
<td>Rolls back current transaction</td>
<td></td>
</tr>
<tr>
<td>mysqli::select_db</td>
<td>mysqli_select_db</td>
<td>N/A</td>
<td>Selects the default database for database queries</td>
<td></td>
</tr>
<tr>
<td>mysqli::set_charset</td>
<td>mysqli_set_charset</td>
<td>N/A</td>
<td>Sets the default client character set</td>
<td></td>
</tr>
<tr>
<td>mysqli::ssl_set</td>
<td>mysqli_ssl_set</td>
<td>N/A</td>
<td>Used for establishing secure connections using SSL</td>
<td></td>
</tr>
<tr>
<td>mysqli::stat</td>
<td>mysqli_stat</td>
<td>N/A</td>
<td>Gets the current system status</td>
<td></td>
</tr>
<tr>
<td>mysqli::stmt_init</td>
<td>mysqli_stmt_init</td>
<td>N/A</td>
<td>Initializes a statement and returns an object for use with mysqli_stmt_prepare</td>
<td></td>
</tr>
</tbody>
</table>
### mysqli Class

<table>
<thead>
<tr>
<th>OOP Interface</th>
<th>Procedural Interface</th>
<th>Alias (Do not use)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>mysqli::store_result</td>
<td>mysqli_store_result</td>
<td>N/A</td>
<td>Transfers a result set from the last query</td>
</tr>
<tr>
<td>mysqli::thread_id</td>
<td>mysqli_thread_id</td>
<td>N/A</td>
<td>Returns the thread ID for the current connection</td>
</tr>
<tr>
<td>mysqli::thread_safe</td>
<td>mysqli_thread_safe</td>
<td>N/A</td>
<td>Returns whether thread safety is given or not</td>
</tr>
<tr>
<td>mysqli::use_result</td>
<td>mysqli_use_result</td>
<td>N/A</td>
<td>Initiate a result set retrieval</td>
</tr>
</tbody>
</table>

### Table 7.6 Summary of mysqli_stmt methods

**MySQL_STMT**

<table>
<thead>
<tr>
<th>OOP Interface</th>
<th>Procedural Interface</th>
<th>Alias (Do not use)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Properties</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>$mysqli_stmt::affected_rows</td>
<td>mysqli_stmt_affected_rows</td>
<td>N/A</td>
<td>Returns the total number of rows changed, deleted, or inserted by the last executed statement</td>
</tr>
<tr>
<td>$mysqli_stmt::errno</td>
<td>mysqli_stmt_errno</td>
<td>N/A</td>
<td>Returns the error code for the most recent statement call</td>
</tr>
<tr>
<td>$mysqli_stmt::error</td>
<td>mysqli_stmt_error</td>
<td>N/A</td>
<td>Returns a string description for last statement error</td>
</tr>
<tr>
<td>$mysqli_stmt::field_count</td>
<td>mysqli_stmt_field_count</td>
<td>N/A</td>
<td>Returns the number of field in the given statement - not documented</td>
</tr>
<tr>
<td>$mysqli_stmt::insert_id</td>
<td>mysqli_stmt_insert_id</td>
<td>N/A</td>
<td>Get the ID generated from the previous INSERT operation</td>
</tr>
<tr>
<td>$mysqli_stmt::num_rows</td>
<td>mysqli_stmt_num_rows</td>
<td>N/A</td>
<td>Return the number of rows in statements result set</td>
</tr>
<tr>
<td>$mysqli_stmt::param_count</td>
<td>mysqli_stmt_param_count</td>
<td>mysqli_param_count</td>
<td>Returns the number of parameter for the given statement</td>
</tr>
<tr>
<td>$mysqli_stmt::sqlstate</td>
<td>mysqli_stmt_sqlstat</td>
<td>N/A</td>
<td>Returns SQLSTATE error from previous statement operation</td>
</tr>
</tbody>
</table>

Methods

| mysqli_stmt::attr_get      | mysqli_stmt_attr_get | N/A | Used to get the current value of a statement attribute |
| mysqli_stmt::attr_set      | mysqli_stmt_attr_set  | N/A | Used to modify the behavior of a prepared statement |
### The MySQLi Extension Function Summary

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>mysqli_stmt::bind_param</td>
<td>Binds variables to a prepared statement as parameters</td>
</tr>
<tr>
<td>mysqli_stmt::bind_result</td>
<td>Binds variables to a prepared statement for result storage</td>
</tr>
<tr>
<td>mysqli_stmt::close</td>
<td>Closes a prepared statement</td>
</tr>
<tr>
<td>mysqli_stmt::data_seek</td>
<td>Seeks to an arbitrary row in statement result set</td>
</tr>
<tr>
<td>mysqli_stmt::execute</td>
<td>Executes a prepared Query</td>
</tr>
<tr>
<td>mysqli_stmt::fetch</td>
<td>Fetch results from a prepared statement into the bound variables</td>
</tr>
<tr>
<td>mysqli_stmt::free_result</td>
<td>Frees stored result memory for the given statement handle</td>
</tr>
<tr>
<td>mysqli_stmt::get_result</td>
<td>Gets a result set from a prepared statement. Available only with mysqlnd.</td>
</tr>
<tr>
<td>mysqli_stmt::get_warnings</td>
<td>NOT DOCUMENTED</td>
</tr>
<tr>
<td>mysqli_stmt::more_results</td>
<td>Checks if there are more query results from a multiple query</td>
</tr>
<tr>
<td>mysqli_stmt::next_result</td>
<td>Reads the next result from a multiple query</td>
</tr>
<tr>
<td>mysqli_stmt::num_rows</td>
<td>See also property $mysqli_stmt::num_rows</td>
</tr>
<tr>
<td>mysqli_stmt::prepare</td>
<td>Prepare an SQL statement for execution</td>
</tr>
<tr>
<td>mysqli_stmt::reset</td>
<td>Resets a prepared statement</td>
</tr>
<tr>
<td>mysqli_stmt::result_metadata</td>
<td>Returns result set metadata from a prepared statement</td>
</tr>
<tr>
<td>mysqli_stmt::send_long_data</td>
<td>Send data in blocks</td>
</tr>
<tr>
<td>mysqli_stmt::store_result</td>
<td>Transfers a result set from a prepared statement</td>
</tr>
</tbody>
</table>

**Table 7.7 Summary of mysqli_result methods**

<table>
<thead>
<tr>
<th>mysqli_result</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>mysqli_result</td>
<td></td>
</tr>
<tr>
<td>Properties</td>
<td></td>
</tr>
</tbody>
</table>
### $mysqli_result

<table>
<thead>
<tr>
<th>OOP Interface</th>
<th>Procedural Interface</th>
<th>Alias (Do not use)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>$mysqli_result::current_field</td>
<td>mysqli_field_tell</td>
<td>N/A</td>
<td>Get current field offset of a result pointer</td>
</tr>
<tr>
<td>$mysqli_result::field_count</td>
<td>mysqli_num_fields</td>
<td>N/A</td>
<td>Get the number of fields in a result</td>
</tr>
<tr>
<td>$mysqli_result::lengths</td>
<td>mysqli_fetch_length</td>
<td>N/A</td>
<td>Returns the lengths of the columns of the current row in the result set</td>
</tr>
<tr>
<td>$mysqli_result::num_rows</td>
<td>mysqli_num_rows</td>
<td>N/A</td>
<td>Gets the number of rows in a result</td>
</tr>
</tbody>
</table>

### Methods

| $mysqli_result::data_seek | mysqli_data_seek | N/A | Adjusts the result pointer to an arbitrary row in the result |
| $mysqli_result::fetch_all | mysqli_fetch_all  | N/A | Fetches all result rows and returns the result set as an associative array, a numeric array, or both. Available only with mysqlind. |
| $mysqli_result::fetch_array | mysqli_fetch_array  | N/A | Fetch a result row as an associative, a numeric array, or both |
| $mysqli_result::fetch_assoc | mysqli_fetch_assoc   | N/A | Fetch a result row as an associative array |
| $mysqli_result::fetch_field_direct | mysqli_fetch_field_direct | N/A | Fetch meta-data for a single field |
| $mysqli_result::fetch_field | mysqli_fetch_field | N/A | Returns the next field in the result set |
| $mysqli_result::fetch_fields | mysqli_fetch_field | N/A | Returns an array of objects representing the fields in a result set |
| $mysqli_result::fetch_object | mysqli_fetch_object | N/A | Returns the current row of a result set as an object |
| $mysqli_result::fetch_row | mysqli_fetch_row | N/A | Get a result row as an enumerated array |
| $mysqli_result::field_seek | mysqli_field_seek | N/A | Set result pointer to a specified field offset |
| $mysqli_result::free | mysqli_free_result | N/A | Frees the memory associated with a result |

### MySQL_Driver

<table>
<thead>
<tr>
<th>OOP Interface</th>
<th>Procedural Interface</th>
<th>Alias (Do not use)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Properties</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

Table 7.8 Summary of mysqli_driver methods
7.3.8 The mysqli class

Represents a connection between PHP and a MySQL database.

```php
mysqli {  
    mysqli
    Properties
        int
        mysqli->affected_rows ;
        static int
        mysqli->connect_errno ;
        static string
        mysqli->connect_error ;
        int
        mysqli->errno ;
        array
        mysqli->error_list ;
        string
        mysqli->error ;
        int
        mysqli->field_count ;
        string
        mysqli->client_info ;
        int
        mysqli->client_version ;
        string
        mysqli->host_info ;
        string
        mysqli->protocol_version ;
        string
        mysqli->server_info ;
        int
        mysqli->server_version ;
        string
```
The mysqli class

```php
mysqli->info;
mixed
mysqli->insert_id;
string
mysqli->sqlstate;
int
mysqli->thread_id;
int
mysqli->warning_count;

Methods

public mysqli::__construct(
    string host = ini_get("mysqli.default_host"),
    string username = ini_get("mysqli.default_user"),
    string passwd = ini_get("mysqli.default_pw"),
    string dbname = "",
    int port = ini_get("mysqli.default_port"),
    string socket = ini_get("mysqli.default_socket"));

public bool mysqli::autocommit(bool mode);

public bool mysqli::begin_transaction(int flags = 0,
    string name);

public bool mysqli::change_user(string user,
    string password,
    string database);

public string mysqli::character_set_name();

public bool mysqli::close();

public bool mysqli::commit(int flags = 0,
    string name);

public void mysqli::connect(
    string host = ini_get("mysqli.default_host"),
    string username = ini_get("mysqli.default_user"),
    string passwd = ini_get("mysqli.default_pw"),
    string dbname = "",
    int port = ini_get("mysqli.default_port"),
    string socket = ini_get("mysqli.default_socket"));

public bool mysqli::debug(string message);

public bool mysqli::dump_debug_info();

public object mysqli::get_charset();
```
public string mysqli::get_client_info();
public bool mysqli::get_connection_stats();
public string mysqli::get_server_info();
public mysqli_warning mysqli::get_warnings();
public mysqli mysqli::init();
public bool mysqli::kill(int processid);
public bool mysqli::more_results();
public bool mysqli::multi_query(string query);
public bool mysqli::next_result();
public bool mysqli::options(int option, mixed value);
public bool mysqli::ping();
public static int mysqli::poll(array read, array error, array reject, int sec, int usec = 0);
public mysqli_stmt mysqli::prepare(string query);
public mixed mysqli::query(string query, int resultmode = MYSQLI_STORE_RESULT);
public bool mysqli::real_connect(string host, string username, string passwd, string dbname, int port, string socket, int flags);
public string mysqli::escape_string(string escapestr);
string mysqli::real_escape_string(string escapestr);
public bool mysqli::real_query(string query);
public mysqli_result mysqli::reap_async_query();
public bool mysqli::refresh(int options);
public bool mysqli::release_savepoint(string name);
public bool mysqli::rollback(int flags = 0,
The mysqli class

```php
string name);
public bool mysqli::savepoint(
    string name);
public bool mysqli::select_db(
    string dbname);
public bool mysqli::set_charset(
    string charset);
public bool mysqli::ssl_set(
    string key,
    string cert,
    string ca,
    string capath,
    string cipher);
public string mysqli::stat();
public mysqli_stmt mysqli::stmt_init();
public mysqli_result mysqli::store_result(
    int option);
public void mysqli::thread_safe();
public mysqli_result mysqli::use_result();
}
```

7.3.8.1 mysqli::$affected_rows, mysqli_affected_rows

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- mysqli::$affected_rows
  
  mysqli_affected_rows

  Gets the number of affected rows in a previous MySQL operation

Description

Object oriented style

```php
int mysqli->affected_rows ;
```

Procedural style

```php
int mysqli_affected_rows(
    mysqli link);
```

Returns the number of rows affected by the last INSERT, UPDATE, REPLACE or DELETE query.

For SELECT statements `mysqli_affected_rows` works like `mysqli_num_rows`.

Parameters

- **link**  
  Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`

Return Values

An integer greater than zero indicates the number of rows affected or retrieved. Zero indicates that no records were updated for an UPDATE statement, no rows matched the WHERE clause in the query or that no query has yet been executed. -1 indicates that the query returned an error.
The mysqli class

Note

If the number of affected rows is greater than the maximum integer value (PHP_INT_MAX), the number of affected rows will be returned as a string.

Examples

**Example 7.36 mysqli->affected_rows example**

Object oriented style

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* Insert rows */
$mysqli->query("CREATE TABLE Language SELECT * from CountryLanguage");
printf("Affected rows (INSERT): %d\n", $mysqli->affected_rows);
$mysqli->query("ALTER TABLE Language ADD Status int default 0");
/* update rows */
$mysqli->query("UPDATE Language SET Status=1 WHERE Percentage > 50");
printf("Affected rows (UPDATE): %d\n", $mysqli->affected_rows);
/* delete rows */
$mysqli->query("DELETE FROM Language WHERE Percentage < 50");
printf("Affected rows (DELETE): %d\n", $mysqli->affected_rows);
/* select all rows */
$result = $mysqli->query("SELECT CountryCode FROM Language");
printf("Affected rows (SELECT): %d\n", $mysqli->affected_rows);
$result->close();
/* Delete table Language */
$mysqli->query("DROP TABLE Language");
/* close connection */
$mysqli->close();
?>
```

Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
if (!$link) {
    printf("Can't connect to localhost. Error: %s\n", mysqli_connect_error());
    exit();
}
/* Insert rows */
mysqli_query($link, "CREATE TABLE Language SELECT * from CountryLanguage");
printf("Affected rows (INSERT): %d\n", mysqli_affected_rows($link));
mysqli_query($link, "ALTER TABLE Language ADD Status int default 0");
/* update rows */
mysqli_query($link, "UPDATE Language SET Status=1 WHERE Percentage > 50");
printf("Affected rows (UPDATE): %d\n", mysqli_affected_rows($link));
/* delete rows */
mysqli_query($link, "DELETE FROM Language WHERE Percentage < 50");
printf("Affected rows (DELETE): %d\n", mysqli_affected_rows($link));
/* select all rows */
$result = mysqli_query($link, "SELECT CountryCode FROM Language");
printf("Affected rows (SELECT): %d\n", mysqli_affected_rows($link));
mysqli_free_result($result);
/* Delete table Language */
mysqli_query($link, "DROP TABLE Language");
/* close connection */
mysqli_close($link);
?>
```
The mysqli class

The above examples will output:

<table>
<thead>
<tr>
<th>Action</th>
<th>Rows Affected</th>
</tr>
</thead>
<tbody>
<tr>
<td>INSERT</td>
<td>984</td>
</tr>
<tr>
<td>UPDATE</td>
<td>168</td>
</tr>
<tr>
<td>DELETE</td>
<td>815</td>
</tr>
<tr>
<td>SELECT</td>
<td>169</td>
</tr>
</tbody>
</table>

See Also

mysqli_num_rows
mysqli_info

7.3.8.2 mysqli::autocommit, mysqli_autocommit

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mysqli::autocommit
mysqli_autocommit

Turns on or off auto-committing database modifications

Description

Object oriented style

```php
public bool mysqli::autocommit(
    bool mode);
```

Procedural style

```php
bool mysqli_autocommit(
    mysqli link,
    bool mode);
```

Turns on or off auto-commit mode on queries for the database connection.

To determine the current state of autocommit use the SQL command `SELECT @@autocommit`.

Parameters

- **link**
  - Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`
- **mode**
  - Whether to turn on auto-commit or not.

Return Values

Returns `true` on success or `false` on failure.

Notes

- **Note**
  - This function does not work with non transactional table types (like MyISAM or ISAM).
Examples

Example 7.37 mysqli::autocommit example

Object oriented style

```php
<?php
/* Tell mysqli to throw an exception if an error occurs */
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* The table engine has to support transactions */
$mysqli->query("CREATE TABLE IF NOT EXISTS language (Code text NOT NULL,
   Speakers int(11) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4; ");
/* Turn autocommit off */
$mysqli->autocommit(false);
$result = $mysqli->query("SELECT @@autocommit");
$row = $result->fetch_row();
printf("Autocommit is %s\n", $row[0]);
try {
   /* Prepare insert statement */
   $stmt = $mysqli->prepare("INSERT INTO language(Code, Speakers) VALUES (?,?)");
   $stmt->bind_param("ss", $language_code, $native_speakers);
   /* Insert some values */
   $language_code = "DE";
   $native_speakers = 50_123_456;
   $stmt->execute();
   $language_code = "FR";
   $native_speakers = 40_546_321;
   $stmt->execute();
   /* Commit the data in the database. This doesn't set autocommit=true */
   $mysqli->commit();
   print "Committed 2 rows in the database\n";
   $result = $mysqli->query("SELECT @@autocommit");
   $row = $result->fetch_row();
   printf("Autocommit is %s\n", $row[0]);
   /* Try to insert more values */
   $language_code = "PL";
   $native_speakers = 30_555_444;
   $stmt->execute();
   $language_code = "DK";
   $native_speakers = 5_222_444;
   $stmt->execute();
   /* Setting autocommit=true will trigger a commit */
   $mysqli->autocommit(true);
   print "Committed 2 row in the database\n";
} catch (mysqli_sql_exception $exception) {
   $mysqli->rollback();
   throw $exception;
}

Procedural style

```php
<?php
/* Tell mysqli to throw an exception if an error occurs */
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = mysqli_connect("localhost", "my_user", "my_password", "world");
/* The table engine has to support transactions */
mysqli_query($mysqli, "CREATE TABLE IF NOT EXISTS language (Code text NOT NULL,
   Speakers int(11) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4; ");
/* Turn autocommit off */
mysqli_autocommit($mysqli, false);
$result = mysqli_query($mysqli, "SELECT @@autocommit");
$row = mysqli_fetch_row($result);
```
The mysqli class

```php
printf("Autocommit is %s\n", $row[0]);
try {
    /* Prepare insert statement */
    $stmt = mysqli_prepare($mysqli, 'INSERT INTO language(Code, Speakers) VALUES (?,?)');
    mysqli_stmt_bind_param($stmt, 'ss', $language_code, $native_speakers);
    /* Insert some values */
    $language_code = 'DE';
    $native_speakers = 50_123_456;
    mysqli_stmt_execute($stmt);
    $language_code = 'FR';
    $native_speakers = 40_546_321;
    mysqli_stmt_execute($stmt);
    /* Commit the data in the database. This doesn't set autocommit=true */
    mysqli_commit($mysqli);
    print "Committed 2 rows in the database\n";
    $result = mysqli_query($mysqli, "SELECT @@autocommit");
    $row = mysqli_fetch_row($result);
    printf("Autocommit is %s\n", $row[0]);
    /* Try to insert more values */
    $language_code = 'PL';
    $native_speakers = 30_555_444;
    mysqli_stmt_execute($stmt);
    $language_code = 'DK';
    $native_speakers = 5_222_444;
    mysqli_stmt_execute($stmt);
    /* Setting autocommit=true will trigger a commit */
    mysqli_autocommit($mysqli, true);
    print "Committed 2 row in the database\n";
} catch (mysqli_sql_exception $exception) {
    mysqli_rollback($mysqli); throw $exception;
}
```

The above examples will output:

```
Autocommit is 0
Committed 2 rows in the database
Autocommit is 0
Committed 2 row in the database
Autocommit is 0
Committed 2 rows in the database
Autocommit is 0
Committed 2 row in the database
```

See Also

- mysqli_begin_transaction
- mysqli_commit
- mysqli_rollback

7.3.8.3 mysqli::begin_transaction, mysqli_begin_transaction

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- mysqli::begin_transaction

    Starts a transaction

Description

Object oriented style
The mysqli class

public bool mysqli::begin_transaction(
    int flags = 0,
    string name);

Procedural style:

bool mysqli_begin_transaction(
    mysqli link,
    int flags = 0,
    string name);

Begins a transaction. Requires the InnoDB engine (it is enabled by default). For additional details about how MySQL transactions work, see http://dev.mysql.com/doc/mysql/en/commit.html.

Parameters

**link**

Procedural style only: A link identifier returned by mysqli_connect or mysqli_init

**flags**

Valid flags are:

- **MYSQLI_TRANS_START_READ_ONLY**: Start the transaction as "START TRANSACTION READ ONLY". Requires MySQL 5.6 and above.

- **MYSQLI_TRANS_START_READ_WRITE**: Start the transaction as "START TRANSACTION READ WRITE". Requires MySQL 5.6 and above.

- **MYSQLI_TRANS_START_WITH_CONSISTENT_SNAPSHOT**: Start the transaction as "START TRANSACTION WITH CONSISTENT SNAPSHOT".

**name**

Savepoint name for the transaction.

Return Values

Returns **true** on success or **false** on failure.

Notes

**Note**

This function does not work with non transactional table types (like MyISAM or ISAM).

Examples

**Example 7.38 mysqli::begin_transaction example**

Object oriented style

```php
<?php
    /* Tell mysqli to throw an exception if an error occurs */
    mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
    $mysqli = new mysqli("localhost", "my_user", "my_password", "world");
    /* The table engine has to support transactions */
    $mysqli->query("CREATE TABLE IF NOT EXISTS language ("
        Code text NOT NULL,
```
```
The mysqli class

```php
<?php
/* Tell mysqli to throw an exception if an error occurs */
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = mysqli_connect("localhost", "my_user", "my_password", "world");
/* The table engine has to support transactions */
mysqli_query($mysqli, "CREATE TABLE IF NOT EXISTS language (Code text NOT NULL,
    Speakers int(11) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4;">*
/* Start transaction */
mysqli_begin_transaction($mysqli);
try {
    /* Insert some values */
    mysqli_query($mysqli, "INSERT INTO language(Code, Speakers) VALUES ('DE', 42000123)");
    /* Try to insert invalid values */
    $language_code = 'FR';
    $native_speakers = 'Unknown';
    $stmt = mysqli_prepare("INSERT INTO language(Code, Speakers) VALUES (?,?)");
    $stmt->bind_param('ss', $language_code, $native_speakers);
    $stmt->execute();
    /* If code reaches this point without errors then commit the data in the database */
    mysqli_commit($mysqli);
} catch (mysqli_sql_exception $exception) {
    mysqli_rollback($mysqli);
    throw $exception;
}
```
Description

Object oriented style

```php
public bool mysqli::change_user(
    string user,
    string password,
    string database);
```

Procedural style

```php
bool mysqli_change_user(
    mysqli link,
    string user,
    string password,
    string database);
```

Changes the user of the specified database connection and sets the current database.

In order to successfully change users a valid `username` and `password` parameters must be provided and that user must have sufficient permissions to access the desired database. If for any reason authorization fails, the current user authentication will remain.

Parameters

- `link` (Procedural style only): A link identifier returned by `mysqli_connect` or `mysqli_init`
- `user` (The MySQL user name.)
- `password` (The MySQL password.)
- `database` (The database to change to.)

If desired, the `null` value may be passed resulting in only changing the user and not selecting a database. To select a database in this case use the `mysqli_select_db` function.

Return Values

Returns `true` on success or `false` on failure.

Notes

Note

Using this command will always cause the current database connection to behave as if was a completely new database connection, regardless of if the operation was completed successfully. This reset includes performing a rollback on any active transactions, closing all temporary tables, and unlocking all locked tables.

Examples

Example 7.39 `mysqli::change_user` example

Object oriented style

```php
<?php
/* connect database test */
$mysqli = new mysqli("localhost", "my_user", "my_password", "test");
/* check connection */
```
The mysqli class

```php
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* Set Variable a */
$mysqli->query("SET @a:=1");
/* reset all and select a new database */
$mysqli->change_user("my_user", "my_password", "world");
if ($result = $mysqli->query("SELECT DATABASE()") { 
    $row = $result->fetch_row();
    printf("Default database: %s\n", $row[0]);
    $result->close();
}
if ($result = $mysqli->query("SELECT @a") { 
    $row = $result->fetch_row();
    if ($row[0] === NULL) {
        printf("Value of variable a is NULL\n");
    }
    $result->close();
} /* close connection */
$mysqli->close();
?>
```

Procedural style

```php
<?php
/* connect database test */
$link = mysqli_connect("localhost", "my_user", "my_password", "test");
/* check connection */
if (!$link) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* Set Variable a */
mysqli_query($link, "SET @a:=1");
/* reset all and select a new database */
mysqli_change_user($link, "my_user", "my_password", "world");
if ($result = mysqli_query($link, "SELECT DATABASE()") { 
    $row = mysqli_fetch_row($result);
    printf("Default database: %s\n", $row[0]);
    mysqli_free_result($result);
}
if ($result = mysqli_query($link, "SELECT @a") { 
    $row = mysqli_fetch_row($result);
    if ($row[0] === NULL) {
        printf("Value of variable a is NULL\n");
    }
    mysqli_free_result($result);
} /* close connection */
mysqli_close($link);
?>
```

The above examples will output:

```
Default database: world
Value of variable a is NULL
```
7.3.8.5 mysqli::character_set_name, mysqli_character_set_name

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- mysqli::character_set_name

mysqli_character_set_name

Returns the default character set for the database connection

Description

Object oriented style

```php
public string mysqli::character_set_name();
```

Procedural style

```php
string mysqli_character_set_name(
    mysqli link);
```

Returns the current character set for the database connection.

Parameters

- **link**
  
  Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`

Return Values

The default character set for the current connection

Examples

Example 7.40 mysqli::character_set_name example

Object oriented style

```php
<?php
/* Open a connection */
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* Print current character set */
$charset = $mysqli->character_set_name();
printf ("Current character set is %s\n", $charset);
$mysqli->close();
?>
```

Procedural style

```php
<?php
/* Open a connection */
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (!$link) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
```
The mysqli class

```php
/* Print current character set */
$charset = mysqli_character_set_name($link);
printf("Current character set is %s\n", $charset);
/* close connection */
mysqli_close($link);
?>
```

The above examples will output:

Current character set is latin1_swedish_ci

See Also

- mysqli_set_charset
- mysqli_client_encoding
- mysqli_real_escape_string

### 7.3.8.6 mysqli::close, mysqli_close

**Description**

Closes a previously opened database connection

**Objects oriented style**

```php
public bool mysqli::close();
```

**Procedural style**

```php
bool mysqli_close(
    mysqli link);
```

Closes a previously opened database connection.

Open non-persistent MySQL connections and result sets are automatically destroyed when a PHP script finishes its execution. So, while explicitly closing open connections and freeing result sets is optional, doing so is recommended. This will immediately return resources to PHP and MySQL, which can improve performance. For related information, see [freeing resources](#).

**Parameters**

- `link` Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`

**Return Values**

Returns **true** on success or **false** on failure.

**Examples**

See `mysqli_connect`. 
The mysqli class

Notes

Note

mysqli_close will not close persistent connections. For additional details, see the manual page on persistent connections.

See Also

mysqli::__construct
mysqli_init
mysqli_real_connect
mysqli_free_result

7.3.8.7 mysqli::commit, mysqli_commit

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• mysqli::commit
  mysqli_commit

Commits the current transaction

Description

Object oriented style

public bool mysqli::commit(
  int flags
  = 0,
  string name);

Procedural style

bool mysqli_commit(
  mysqli link,
  int flags
  = 0,
  string name);

Commits the current transaction for the database connection.

Parameters

  link                  Procedural style only: A link identifier returned by mysqli_connect or mysqli_init

  flags                A bitmask of MYSQLI_TRANS_COR_* constants.

  name                 If provided then COMMIT/*name*/ is executed.

Return Values

Returns true on success or false on failure.

Notes

Note

This function does not work with non transactional table types (like MyISAM or ISAM).
Examples

See the `mysqli::begin_transaction` example.

See Also

- `mysqli_autocommit`
- `mysqli_begin_transaction`
- `mysqli_rollback`
- `mysqli_savepoint`

7.3.8.8 `mysqli::$connect_errno, mysqli_connect_errno`

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- `mysqli::$connect_errno`

`mysqli_connect_errno`

Returns the error code from last connect call

Description

Object oriented style

```
static int
mysqli->connect_errno;
```

Procedural style

```
int mysqli_connect_errno();
```

Returns the last error code number from the last call to `mysqli_connect`.

Note

Client error message numbers are listed in the MySQL `errmsg.h` header file, server error message numbers are listed in `mysqld_error.h`. In the MySQL source distribution you can find a complete list of error messages and error numbers in the file `Docs/mysqld_error.txt`.

Return Values

An error code value for the last call to `mysqli_connect`, if it failed. zero means no error occurred.

Examples

Example 7.41 `mysqli->connect_errno` example

Object oriented style

```
<?php
$mysqli = @new mysqli('localhost', 'fake_user', 'my_password', 'my_db');
if ($mysqli->connect_errno) {
    die('Connect Error: ' . $mysqli->connect_errno);
}
?>
```
The mysqli class

Procedural style

```php
<?php
$link = @mysqli_connect('localhost', 'fake_user', 'my_password', 'my_db');
if (!$link) {
    die('Connect Error: ' . mysqli_connect_errno());
}
?>
```

The above examples will output:

```
Connect Error: 1045
```

See Also

- mysqli_connect
- mysqli_connect_error
- mysqli_errno
- mysqli_error
- mysqli_sqlstate

### 7.3.8.9 mysqli::$connect_error, mysqli_connect_error

Returns a string description of the last connect error

**Description**

**Object oriented style**

```php
static string mysqli->connect_error ;
```

**Procedural style**

```php
string mysqli_connect_error();
```

Returns the last error message string from the last call to `mysqli_connect`.

**Return Values**

A string that describes the error. `null` is returned if no error occurred.

**Examples**

**Example 7.42 $mysqli->connect_error example**

**Object oriented style**

```php
<?php
$mysqli = @new mysqli('localhost', 'fake_user', 'my_password', 'my_db');
```
The mysqli class

```php
if ($mysqli->connect_error) {
    die('Connect Error: ' . $mysqli->connect_error);
}
?>
```

Procedural style

```php
<?php
$link = @mysqli_connect('localhost', 'fake_user', 'my_password', 'my_db');
if (!$link) {
    die('Connect Error: ' . mysqli_connect_error());
}
?>
```

The above examples will output:

Connect Error: Access denied for user 'fake_user'@'localhost' (using password: YES)

See Also

- mysqli_connect
- mysqli_connect_errno
- mysqli_errno
- mysqli_error
- mysqli_sqlstate

### 7.3.8.10 mysqli::__construct, mysqli::connect, mysqli_connect

Open a new connection to the MySQL server

**Description**

Object oriented style

```php
public mysqli::__construct(
    string host
    = ini_get("mysqli.default_host"),
    string username
    = ini_get("mysqli.default_user"),
    string passwd
    = ini_get("mysqli.default_pw"),
    string dbname
    = "",
    int port
    = ini_get("mysqli.default_port"),
    string socket
    = ini_get("mysqli.default_socket"));
```

```php
public void mysqli::connect(
    string host
    = "");
```
The mysqli class

```php
$host = ini_get("mysqli.default_host"),
$username = ini_get("mysqli.default_user"),
$password = ini_get("mysqli.default_pw"),
$dbname = "",
$port = ini_get("mysqli.default_port"),
$socket = ini_get("mysqli.default_socket");
```

Procedural style

```php
mysqli(false mysqli_connect(
    $host = ini_get("mysqli.default_host"),
    $username = ini_get("mysqli.default_user"),
    $password = ini_get("mysqli.default_pw"),
    $dbname = "",
    $port = ini_get("mysqli.default_port"),
    $socket = ini_get("mysqli.default_socket"));
```

Opens a connection to the MySQL Server.

### Parameters

- **host**
  
  Can be either a host name or an IP address. The local host is assumed when passing the `null` value or the string "localhost" to this parameter. When possible, pipes will be used instead of the TCP/IP protocol. The TCP/IP protocol is used if a host name and port number are provided together e.g. `localhost:3308`. Prepending host by `p:` opens a persistent connection. `mysqli_change_user` is automatically called on connections opened from the connection pool.

- **username**
  
  The MySQL user name.

- **password**

  If not provided or `null`, the MySQL server will attempt to authenticate the user against those user records which have no password only. This allows one username to be used with different permissions (depending on if a password is provided or not).

- **dbname**

  If provided will specify the default database to be used when performing queries.

- **port**

  Specifies the port number to attempt to connect to the MySQL server.

- **socket**

  Specifies the socket or named pipe that should be used.

### Note

Specifying the `socket` parameter will not explicitly determine the type of connection to be used when connecting to the MySQL server. How the connection is made to the MySQL database is determined by the `host` parameter.
Return Values

mysqli::__construct always returns an object which represents the connection to a MySQL Server, regardless of it being successful or not.

mysqli_connect returns an object which represents the connection to a MySQL Server, or false on failure.

mysqli::connect returns null on success or false on failure.

Errors/Exceptions

If MYSQLI_REPORT_STRICT is enabled and the attempt to connect to the requested database fails, a mysqli_sql_exception is thrown.

Examples

Example 7.43 mysqli::__construct example

Object oriented style

```php
<?php
/* You should enable error reporting for mysqli before attempting to make a connection */
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli('localhost', 'my_user', 'my_password', 'my_db');
/* Set the desired charset after establishing a connection */
$mysqli->set_charset('utf8mb4');
printf("Success... %s\n", $mysqli->host_info);
```

Procedural style

```php
<?php
/* You should enable error reporting for mysqli before attempting to make a connection */
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = mysqli_connect('localhost', 'my_user', 'my_password', 'my_db');
/* Set the desired charset after establishing a connection */
mysqli_set_charset($mysqli, 'utf8mb4');
printf("Success... %s\n", mysqli_get_host_info($mysqli));
```

The above examples will output something similar to:

```
Success... localhost via TCP/IP
```

Example 7.44 Extending mysqli class

```php
<?php
class FooMysqli extends mysqli {
    public function __construct($host, $user, $pass, $db, $port, $socket, $charset) {
        mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
        parent::__construct($host, $user, $pass, $db, $port, $socket);
        $this->set_charset($charset);
    }
}
$db = new FooMysqli('localhost', 'my_user', 'my_password', 'my_db', 3306, null, 'utf8mb4');
```
Example 7.45 Manual error handling

If error reporting is disabled, the developer is responsible for checking and handling failures.

Object oriented style

```php
<?php
error_reporting(0);
mysqli_report(MYSQLI_REPORT_OFF);
$mysqli = new mysqli('localhost', 'my_user', 'my_password', 'my_db');
if ($mysqli->connect_errno) {
    throw new RuntimeException('mysqli connection error: ' . $mysqli->connect_error);
}
/* Set the desired charset after establishing a connection */
$mysqli->set_charset('utf8mb4');
if ($mysqli->errno) {
    throw new RuntimeException('mysqli error: ' . $mysqli->error);
}
```

Procedural style

```php
<?php
error_reporting(0);
mysqli_report(MYSQLI_REPORT_OFF);
$mysqli = mysqli_connect('localhost', 'my_user', 'my_password', 'my_db');
if (mysqli_connect_errno()) {
    throw new RuntimeException('mysqli connection error: ' . mysqli_connect_error());
}
/* Set the desired charset after establishing a connection */
mysqli_set_charset($mysqli, 'utf8mb4');
if (mysqli_errno($mysqli)) {
    throw new RuntimeException('mysqli error: ' . mysqli_error($mysqli));
}
```

Notes

**Note**

MySQLnd always assumes the server default charset. This charset is sent during connection hand-shake/authentication, which mysqlnd will use.

Libmysqlclient uses the default charset set in the `my.cnf` or by an explicit call to `mysqli_options` prior to calling `mysqli_real_connect`, but after `mysqli_init`.

**Note**

Object oriented style only: If the connection fails, an object is still returned. To check whether the connection failed, use either the `mysqli_connect_error` function or the `mysqli->connect_error` property as in the preceding examples.

**Note**

If it is necessary to set options, such as the connection timeout, `mysqli_real_connect` must be used instead.

**Note**

Calling the constructor with no parameters is the same as calling `mysqli_init`. 
Error "Can't create TCP/IP socket (10106)" usually means that the `variables_order` configure directive doesn't contain character `E`. On Windows, if the environment is not copied the `SYSTEMROOT` environment variable won't be available and PHP will have problems loading Winsock.

See Also

- `mysqli_real_connect`
- `mysqli_options`
- `mysqli_connect_errno`
- `mysqli_connect_error`
- `mysqli_close`

### 7.3.8.11 `mysqli::debug, mysqli_debug`

**Description**

Perform debugging operations using the Fred Fish debugging library.

**Parameters**

- `message`: A string representing the debugging operation to perform

**Return Values**

Returns `true`.

**Notes**

- **Note**: To use the `mysqli_debug` function you must compile the MySQL client library to support debugging.

**Examples**

#### Example 7.46 Generating a Trace File

```php
<?php
/* Create a trace file in '/tmp/client.trace' on the local (client) machine: */
mysqli_debug("d:t:o,/tmp/client.trace");
```
The mysqli class

See Also

mysqli_dump_debug_info
mysqli_report

7.3.8.12 mysqli::dump_debug_info, mysqli_dump_debug_info

Dump debugging information into the log

Description

Object oriented style

public bool mysqli::dump_debug_info();

Procedural style

bool mysqli_dump_debug_info(
    mysqli link);

This function is designed to be executed by an user with the SUPER privilege and is used to dump debugging information into the log for the MySQL Server relating to the connection.

Parameters

link

Procedural style only: A link identifier returned by
mysqli_connect or mysqli_init

Return Values

Returns true on success or false on failure.

See Also

mysqli_debug

7.3.8.13 mysqli::$errno, mysqli_errno

Returns the error code for the most recent function call

Description

Object oriented style

int
### mysqli->errno

#### Procedural style

```
int mysqli_errno(
    mysqli link);
```

Returns the last error code for the most recent MySQLi function call that can succeed or fail.

Client error message numbers are listed in the MySQL `errmsg.h` header file, server error message numbers are listed in `mysqld_error.h`. In the MySQL source distribution you can find a complete list of error messages and error numbers in the file `Docs/mysqld_error.txt`.

#### Parameters

- **link**
  
  Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`

#### Return Values

An error code value for the last call, if it failed. zero means no error occurred.

#### Examples

**Example 7.47 $mysqli->errno example**

**Object oriented style**

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if ($mysqli->connect_errno) {
    printf("Connect failed: %s\n", $mysqli->connect_error);
    exit();
}
if (!$mysqli->query("SET a=1")) {
    printf("Errorcode: %d\n", $mysqli->errno);
}
/* close connection */
$mysqli->close();
?>
```

**Procedural style**

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
if (!mysqli_query($link, "SET a=1")) {
    printf("Errorcode: %d\n", mysqli_errno($link));
}
/* close connection */
mysqli_close($link);
?>
```

The above examples will output:
See Also

mysqli_connect_errno
mysqli_connect_error
mysqli_error
mysqli_sqlstate

7.3.8.14 mysqli::$error_list, mysqli_error_list

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- mysqli::$error_list
  
  mysqli_error_list

  Returns a list of errors from the last command executed

Description

Object oriented style

```php
array
mysqli->error_list ;
```

Procedural style

```php
array mysqli_error_list(
  mysqli link);
```

Returns a list of errors, each as an associative array containing the errno, error, and sqlstate.

Parameters

- **link**
  Procedural style only: A link identifier returned by mysqli_connect or mysqli_init

Return Values

A list of errors for the most recent MySQLi function call that can succeed or fail.

Examples

**Example 7.48 mysqli->error_list example**

Object oriented style

```php
<?php
$mysqli = new mysqli("localhost", "nobody", "");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
if (!$mysqli->query("SET a=1")) {
    print_r($mysqli->error_list);
}
/* close connection */
$mysqli->close();
```
The mysqli class

Procedural style

```php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
if (!mysqli_query($link, "SET a=1")) {
    print_r(mysqli_error_list($link));
}
/* close connection */
mysqli_close($link);
?>
```

The above examples will output:

```
Array
(
    [0] => Array
        (
            [errno] => 1193
            [sqlstate] => HY000
            [error] => Unknown system variable 'a'
        )
)
```

See Also

mysqli_connect_errno
mysqli_connect_error
mysqli_error
mysqli_sqlstate

7.3.8.15 mysqli::$error, mysqli_error

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- mysqli::$error
  
  mysqli_error

  Returns a string description of the last error

Description

Object oriented style

```php
string
mysqli->error ;
```

Procedural style

```php
string mysqli_error(
    mysqli link);
```
The mysqli class

Returns the last error message for the most recent MySQLi function call that can succeed or fail.

**Parameters**

| **link** | Procedural style only: A link identifier returned by mysqli_connect or mysqli_init |

**Return Values**

A string that describes the error. An empty string if no error occurred.

**Examples**

**Example 7.49 $mysqli->error example**

**Object oriented style**

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if ($mysqli->connect_errno) {
    printf("Connect failed: %s\n", $mysqli->connect_error);
    exit();
}
if (!$mysqli->query("SET a=1")) {
    printf("Error message: %s\n", $mysqli->error);
}
/* close connection */
$mysqli->close();
?>
```

**Procedural style**

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
if (!mysqli_query($link, "SET a=1")) {
    printf("Error message: %s\n", mysqli_error($link));
}
/* close connection */
mysqli_close($link);
?>
```

The above examples will output:

```
Error message: Unknown system variable 'a'
```

**See Also**

mysqli_connect_errno
mysqli_connect_error
mysqli_errno
mysqli_sqlstate
7.3.8.16 mysqli::$field_count, mysqli_field_count

Returns the number of columns for the most recent query

**Description**

Object oriented style

```php
int mysqli->field_count ;
```

Procedural style

```php
int mysqli_field_count(
    mysqli link);
```

**Parameters**

`link`  
Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`

**Return Values**

An integer representing the number of fields in a result set.

**Examples**

**Example 7.50 $mysqli->field_count example**

Object oriented style

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "test");
$mysqli->query("DROP TABLE IF EXISTS friends");
$mysqli->query("CREATE TABLE friends (id int, name varchar(20))");
$mysqli->query("INSERT INTO friends VALUES (1,'Hartmut'), (2, 'Ulf')");
$mysqli->real_query("SELECT * FROM friends");
if ($mysqli->field_count) {
    /* this was a select/show or describe query */
    $result = $mysqli->store_result();
    /* process resultset */
    $row = $result->fetch_row();
    /* free resultset */
    $result->close();
}
/* close connection */
$mysqli->close();
?>
```

Procedural style
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "test");
mysqli_query($link, "DROP TABLE IF EXISTS friends");
mysqli_query($link, "CREATE TABLE friends (id int, name varchar(20))");
mysqli_query($link, "INSERT INTO friends VALUES (1,'Hartmut'), (2, 'Ulf')");
mysqli_real_query($link, "SELECT * FROM friends");
if (mysqli_field_count($link)) {
    /* this was a select/show or describe query */
    $result = mysqli_store_result($link);
    /* process resultset */
    $row = mysqli_fetch_row($result);
    /* free resultset */
    mysqli_free_result($result);
}
/* close connection */
mysqli_close($link);
?>

7.3.8.17 mysqli::get_charset, mysqli_get_charset

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- mysqli::get_charset
  - mysqli_get_charset

Returns a character set object

Description

Object oriented style

```php
public object mysqli::get_charset();
```

Procedural style

```php
object mysqli_get_charset(
    mysqli link);
```

Returns a character set object providing several properties of the current active character set.

Parameters

- **link**
  - Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`

Return Values

The function returns a character set object with the following properties:

- **charset**
  - Character set name

- **collation**
  - Collation name

- **dir**
  - Directory the charset description was fetched from (?) or "" for built-in character sets

- **min_length**
  - Minimum character length in bytes

- **max_length**
  - Maximum character length in bytes

- **number**
  - Internal character set number
The mysqli class

**state** Character set status (?)

Examples

Example 7.51 **mysqli::get_charset example**

Object oriented style

```php
<?php
$db = mysqli_init();
$db->real_connect("localhost","root","","test");
var_dump($db->get_charset());
?>
```

Procedural style

```php
<?php
$db = mysqli_init();
mysqli_real_connect($db, "localhost","root","","test");
var_dump(mysqli_get_charset($db));
?>
```

The above examples will output:

```
object(stdClass)#2 (7) {
    ["charset"]=>
    string(6) "latin1"
    ["collation"]=>
    string(17) "latin1_swedish_ci"
    ["dir"]=>
    string(0) ""
    ["min_length"]=>
    int(1)
    ["max_length"]=>
    int(1)
    ["number"]=>
    int(8)
    ["state"]=>
    int(801)
}
```

See Also

- mysqli_character_set_name
- mysqli_set_charset

**7.3.8.18 mysqli::$client_info, mysqli::get_client_info, mysqli_get_client_info**

Get MySQL client info
### Description

**Object oriented style**

```php
type string = mysqli->client_info;
```

**Procedural style**

```php
string mysqli_get_client_info(
    mysqli link = NULL);
```

Returns a string that represents the MySQL client library version.

### Return Values

A string that represents the MySQL client library version.

### Examples

**Example 7.52 mysqli_get_client_info**

```php
<?php
/* We don't need a connection to determine
the version of mysql client library */
printf("Client library version: %s\n", mysqli_get_client_info());
?>
```

### See Also

- `mysqli_get_client_version`
- `mysqli_get_server_info`
- `mysqli_get_server_version`

### 7.3.8.19 `mysqli::$client_version, mysqli_get_client_version`

Returns the MySQL client version as an integer.

### Description

**Object oriented style**

```php
type int = mysqli->client_version;
```

**Procedural style**

```php
int mysqli_get_client_version(
    mysqli link);
```

Returns client version number as an integer.
Return Values

A number that represents the MySQL client library version in format: `main_version*10000 + minor_version *100 + sub_version`. For example, 4.1.0 is returned as 40100.

This is useful to quickly determine the version of the client library to know if some capability exists.

Examples

Example 7.53 mysqli_get_client_version

```php
<?php
/* We don't need a connection to determine
   the version of mysql client library */
printf("Client library version: %d\n", mysqli_get_client_version());
?>
```

See Also

mysqli_get_client_info
mysqli_get_server_info
mysqli_get_server_version

7.3.8.20 mysqli::get_connection_stats, mysqli_get_connection_stats

Returns statistics about the client connection

Description

Object oriented style

```php
public bool mysqli::get_connection_stats();
```

Procedural style

```php
array mysqli_get_connection_stats(
    mysqli link);
```

Returns statistics about the client connection. Available only with `mysqlnd`.

Parameters

`link` Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`

Return Values

Returns an array with connection stats if success, `false` otherwise.

Examples

Example 7.54 A mysqli_get_connection_stats example

```php
<?php
```
$link = mysqli_connect();
print_r(mysqli_get_connection_stats($link));
?>

The above example will output something similar to:

Array
{
    [bytes_sent] => 43
    [bytes_received] => 80
    [packets_sent] => 1
    [packets_received] => 2
    [protocol_overhead_in] => 8
    [protocol_overhead_out] => 4
    [bytes_received_ok_packet] => 11
    [bytes_received_eof_packet] => 0
    [bytes_received_rset_header_packet] => 0
    [bytes_received_rset_field_meta_packet] => 0
    [bytes_received_rset_row_packet] => 0
    [bytes_received_change_user_packet] => 0
    [packets_sent_command] => 0
    [packets_received_ok] => 1
    [packets_received_eof] => 0
    [packets_received_rset_header] => 0
    [packets_received_rset_field_meta] => 0
    [packets_received_rset_row] => 0
    [packets_received_prepare_response] => 0
    [packets_received_change_user] => 0
    [result_set_queries] => 0
    [non_result_set_queries] => 0
    [no_index_used] => 0
    [bad_index_used] => 0
    [slow_queries] => 0
    [unbuffered_sets] => 0
    [buffered_sets] => 0
    [ps_buffered_sets] => 0
    [ps_unbuffered_sets] => 0
    [flushed_normal_sets] => 0
    [flushed_ps_sets] => 0
    [ps_prepared_never_executed] => 0
    [ps_prepared_once_executed] => 0
    [rows_fetched_from_server_normal] => 0
    [rows_fetched_from_server_ps] => 0
    [rows_buffered_from_client_normal] => 0
    [rows_buffered_from_client_ps] => 0
    [rows_fetched_from_client_normal_buffered] => 0
    [rows_fetched_from_client_normal_unbuffered] => 0
    [rows_fetched_from_client_ps_buffered] => 0
    [rows_fetched_from_client_ps_unbuffered] => 0
    [rows_fetched_from_client_ps_cursor] => 0
    [rows_skipped_normal] => 0
    [rows_skipped_ps] => 0
    [copy_on_write_saved] => 0
    [copy_on_write_performed] => 0
    [command_buffer_too_small] => 0
    [connect_success] => 1
    [connect_failure] => 0
    [connection_reused] => 0
    [reconnect] => 0
    [pconnect_success] => 0
    [active_connections] => 1
    [active_persistent_connections] => 0
    [explicit_close] => 0
    [implicit_close] => 0
    [disconnect_close] => 0
    [in_middle_of_command_close] => 0
    [explicit_free_result] => 0
    [implicit_free_result] => 0
}
See Also

Stats description

7.3.8.21 mysqli::$host_info, mysqli_get_host_info

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• mysqli::$host_info
mysqli_get_host_info

Returns a string representing the type of connection used

Description

Object oriented style

```php
text string mysqli->host_info ;
```

Procedural style

```php
string mysqli_get_host_info(
    mysqli link);
```

Returns a string describing the connection represented by the `link` parameter (including the server host name).

Parameters

- `link`  
  Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`

Return Values

A character string representing the server hostname and the connection type.

Examples

**Example 7.55 mysqli->host_info example**

Object oriented style

```php
<?php
// new mysqli(
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* print host information */
print("Host info: %s\n", $mysqli->host_info);
/* close connection */
$mysqli->close();
?>
```

Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* print host information */
printf("Host info: %s\n", mysqli_get_host_info($link));
/* close connection */
mysqli_close($link);
```
The mysqli class

The above examples will output:

Host info: Localhost via UNIX socket

See Also

mysqli_get_proto_info

7.3.8.22 mysqli::$protocol_version, mysqli_get_proto_info

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- mysqli::$protocol_version

mysqli_get_proto_info

Returns the version of the MySQL protocol used

Description

Object oriented style

```php
string
mysqli->protocol_version;
```

Procedural style

```php
int mysqli_get_proto_info(
mysqli link);
```

Returns an integer representing the MySQL protocol version used by the connection represented by the `link` parameter.

Parameters

- `link`  
  Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`

Return Values

Returns an integer representing the protocol version.

Examples

**Example 7.56 $mysqli->protocol_version example**

Object oriented style

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password");
/* check connection */
if (mysqli_connect_errno()) {
  printf("Connect failed: %s\n", mysqli_connect_error());
  exit();
}
```
The mysqli class

```php
/* print protocol version */
printf("Protocol version: %d
", $mysqli->protocol_version);
/* close connection */
$mysqli->close();
?>
```

Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s
", mysqli_connect_error());
    exit();
}
/* print protocol version */
printf("Protocol version: %d
", mysqli_get_proto_info($link));
/* close connection */
mysqli_close($link);
?>
```

The above examples will output:

```
Protocol version: 10
```

See Also

`mysqli_get_host_info`

7.3.8.23 `mysqli::$server_info, mysqli::get_server_info, mysqli_get_server_info`

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- `mysqli::$server_info`
- `mysqli::get_server_info`
- `mysqli_get_server_info`

Returns the version of the MySQL server

Description

Object oriented style

```php
string
mysqli->server_info ;
```

```php
public string mysqli::get_server_info();
```

Procedural style

```php
string mysqli_get_server_info(
    mysqli link);
```

Returns a string representing the version of the MySQL server that the MySQLi extension is connected to.
The mysqli class

Parameters

| link | Procedural style only: A link identifier returned by mysqli_connect or mysqli_init |

Return Values

A character string representing the server version.

Examples

**Example 7.57 mysqli->server_info example**

Object oriented style

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* print server version */
printf("Server version: %s\n", $mysqli->server_info);
/* close connection */
$mysqli->close();
?>
```

Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* print server version */
printf("Server version: %s\n", mysqli_get_server_info($link));
/* close connection */
mysqli_close($link);
?>
```

The above examples will output:

```
Server version: 4.1.2-alpha-debug
```

See Also

mysqli_get_client_info
mysqli_get_client_version
mysqli_get_server_version

7.3.8.24 mysqli::$server_version, mysqli_get_server_version

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**mysqli_get_server_version**

Returns the version of the MySQL server as an integer

**Description**

Object oriented style

```php
int
mysqli->server_version;
```

Procedural style

```php
int mysqli_get_server_version(
    mysqli link);
```

The `mysqli_get_server_version` function returns the version of the server connected to (represented by the `link` parameter) as an integer.

**Parameters**

`link`  
Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`

**Return Values**

An integer representing the server version.

The form of this version number is `main_version * 10000 + minor_version * 100 + sub_version` (i.e. version 4.1.0 is 40100).

**Examples**

**Example 7.58 $mysqli->server_version example**

Object oriented style

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* print server version */
printf("Server version: %d\n", $mysqli->server_version);
/* close connection */
$mysqli->close();
?>
```

Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* print server version */
```
printf("Server version: %d\n", mysqli_get_server_version($link));
/* close connection */
mysqli_close($link);
?>

The above examples will output:

Server version: 40102

See Also

mysqli_get_client_info
mysqli_get_client_version
mysqli_get_server_info

7.3.8.25 mysqli::get_warnings, mysqli_get_warnings

Get result of SHOW WARNINGS

Description

Object oriented style

```php
public mysqli_warning mysqli::get_warnings();
```

Procedural style

```php
mysqli_warning mysqli_get_warnings(
    mysqli link);
```

Warning

This function is currently not documented; only its argument list is available.

7.3.8.26 mysqli::$info, mysqli_info

Retrieves information about the most recently executed query

Description

Object oriented style

```php
string
mysqli->info ;
```

Procedural style
The `mysqli_info` function returns a string providing information about the last query executed. The nature of this string is provided below:

**Table 7.9 Possible mysqli_info return values**

<table>
<thead>
<tr>
<th>Query type</th>
<th>Example result string</th>
</tr>
</thead>
<tbody>
<tr>
<td>INSERT INTO...SELECT...</td>
<td>Records: 100 Duplicates: 0 Warnings: 0</td>
</tr>
<tr>
<td>INSERT INTO...VALUES (...),(...),(...)</td>
<td>Records: 3 Duplicates: 0 Warnings: 0</td>
</tr>
<tr>
<td>LOAD DATA INFILE ...</td>
<td>Records: 1 Deleted: 0 Skipped: 0 Warnings: 0</td>
</tr>
<tr>
<td>ALTER TABLE ...</td>
<td>Records: 3 Duplicates: 0 Warnings: 0</td>
</tr>
<tr>
<td>UPDATE ...</td>
<td>Rows matched: 40 Changed: 40 Warnings: 0</td>
</tr>
</tbody>
</table>

**Note**

Queries which do not fall into one of the preceding formats are not supported. In these situations, `mysqli_info` will return an empty string.

**Parameters**

- **link**
  
  Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`

**Return Values**

A character string representing additional information about the most recently executed query.

**Examples**

**Example 7.59 $mysqli->info example**

**Object oriented style**

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$mysqli->query("CREATE TEMPORARY TABLE t1 LIKE City");
/* INSERT INTO ... SELECT */
$mysqli->query("INSERT INTO t1 SELECT * FROM City ORDER BY ID LIMIT 150");
printf("%s\n", $mysqli->info);
/* close connection */
$mysqli->close();
?>
```

**Procedural style**

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
```
mysqli_query($link, "CREATE TEMPORARY TABLE t1 LIKE City");
/* INSERT INTO ... SELECT */
mysqli_query($link, "INSERT INTO t1 SELECT * FROM City ORDER BY ID LIMIT 150");
printf("\n", mysqli_info($link));
/* close connection */
mysqli_close($link);
?>

The above examples will output:

```
Records: 150  Duplicates: 0  Warnings: 0
```

See Also

mysqli_affected_rows
mysqli_warning_count
mysqli_num_rows

7.3.8.27 **mysqli::init, mysqli_init**

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- **mysqli::init**
- **mysqli_init**

Initializes MySQLi and returns an object for use with mysqli_real_connect()

**Description**

Object oriented style

```php
public mysqli mysqli::init();
```

Procedural style

```php
mysqli mysqli_init();
```

Allocates or initializes a MYSQL object suitable for **mysqli_options** and **mysqli_real_connect**.

**Note**

Any subsequent calls to any mysqli function (except **mysqli_options** and **mysqli_ssl_set**) will fail until **mysqli_real_connect** was called.

**Return Values**

Returns an object.

**Examples**

See **mysqli_real_connect**.

**See Also**

mysqli_options
mysqli_close
mysqli_real_connect
mysqli_connect

7.3.8.28 mysqli::$insert_id, mysqli_insert_id

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- mysqli::$insert_id

    mysqli_insert_id

    Returns the auto generated id used in the latest query

Description

Object oriented style

```php
mixed mysqli->insert_id ;
```

Procedural style

```php
mixed mysqli_insert_id(
    mysqli link);
```

The `mysqli_insert_id` function returns the ID generated by a query (usually INSERT) on a table with a column having the AUTO_INCREMENT attribute. If no INSERT or UPDATE statements were sent via this connection, or if the modified table does not have a column with the AUTO_INCREMENT attribute, this function will return zero.

Note

Performing an INSERT or UPDATE statement using the LAST_INSERT_ID() function will also modify the value returned by the `mysqli_insert_id` function.

Parameters

- **link**
  
  Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`

Return Values

The value of the AUTO_INCREMENT field that was updated by the previous query. Returns zero if there was no previous query on the connection or if the query did not update an AUTO_INCREMENT value.

Note

If the number is greater than maximal int value, `mysqli_insert_id` will return a string.

Examples

**Example 7.60 $mysqli->insert_id example**

Object oriented style

```php
<?php
    $mysqli = new mysqli("localhost", "my_user", "my_password", "world");
    /* check connection */
    if (mysqli_connect_errno()) {
        printf("Connect failed: %s
", mysqli_connect_error());
```
The mysqli class

```php
procedural style

<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
mysqli_query($link, "CREATE TABLE myCity LIKE City");
$query = "INSERT INTO myCity VALUES (NULL, 'Stuttgart', 'DEU', 'Stuttgart', 617000)");
mysqli_query($link, $query);
printf("New Record has id %d\n", mysqli->insert_id);
/* drop table */
mysqli_query($link, "DROP TABLE myCity");
/* close connection */
mysqli->close();
?>
```

The above examples will output:

```
New Record has id 1.
```

### 7.3.8.29 mysqli::kill, mysqli_kill

#### Description

Asks the server to kill a MySQL thread

#### Object oriented style

```php
public bool mysqli::kill(
    int processid);
```

#### Procedural style

```php
bool mysqli_kill(
    mysqli link,
    int processid);
```

This function is used to ask the server to kill a MySQL thread specified by the `processid` parameter. This value must be retrieved by calling the `mysqli_thread_id` function.
The mysqli class

To stop a running query you should use the SQL command `KILL QUERY processid`.

**Parameters**

- `link` Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`.

**Return Values**

Returns `true` on success or `false` on failure.

**Examples**

**Example 7.61 mysqli::kill example**

**Object oriented style**

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* determine our thread id */
$thread_id = $mysqli->thread_id;
/* Kill connection */
$mysqli->kill($thread_id);
/* This should produce an error */
if (!$mysqli->query("CREATE TABLE myCity LIKE City")) {
    printf("Error: %s\n", $mysqli->error);
    exit;
}
/* close connection */
$mysqli->close();
?>
```

**Procedural style**

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* determine our thread id */
$thread_id = mysqli_thread_id($link);
/* Kill connection */
mysqli_kill($link, $thread_id);
/* This should produce an error */
if (!mysqli_query($link, "CREATE TABLE myCity LIKE City")) {
    printf("Error: %s\n", mysqli_error($link));
    exit;
}
/* close connection */
mysqli_close($link);
?>
```

The above examples will output:
Error: MySQL server has gone away

See Also

mysqli_thread_id

7.3.8.30 mysqli::more_results, mysqli_more_results

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- mysqli::more_results
- mysqli_more_results

Check if there are any more query results from a multi query

Description

Object oriented style

```
public bool mysqli::more_results();
```

Procedural style

```
bool mysqli_more_results(
    mysqli link);
```

Indicates if one or more result sets are available from a previous call to mysqli_multi_query.

Parameters

`link`  
Procedural style only: A link identifier returned by mysqli_connect or mysqli_init

Return Values

Returns true if one or more result sets (including errors) are available from a previous call to mysqli_multi_query, otherwise false.

Examples

See mysqli_multi_query.

See Also

mysqli_multi_query
mysqli_next_result
mysqli_store_result
mysqli_use_result

7.3.8.31 mysqli::multi_query, mysqli_multi_query

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- mysqli::multi_query
- mysqli_multi_query

Performs a query on the database
The mysqli class

Description

Object oriented style

```php
public bool mysqli::multi_query(
    string query);
```

Procedural style

```php
bool mysqli_multi_query(
    mysqli link,
    string query);
```

Executes one or multiple queries which are concatenated by a semicolon.

To retrieve the resultset from the first query you can use `mysqli_use_result` or `mysqli_store_result`. All subsequent query results can be processed using `mysqli_more_results` and `mysqli_next_result`.

Parameters

- **link**
  Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`

- **query**
  The query, as a string.
  Data inside the query should be properly escaped.

Return Values

Returns `false` if the first statement failed. To retrieve subsequent errors from other statements you have to call `mysqli_next_result` first.

Examples

**Example 7.62 mysqli::multi_query example**

Object oriented style

```php
<?php
    $mysqli = new mysqli("localhost", "my_user", "my_password", "world");
    /* check connection */
    if (mysqli_connect_errno()) {
        printf("Connect failed: %s\n", mysqli_connect_error());
        exit();
    }
    $query  = "SELECT CURRENT_USER();";
    $query .= "SELECT Name FROM City ORDER BY ID LIMIT 20, 5";
    /* execute multi query */
    if ($mysqli->multi_query($query)) {
        do {
            /* store first result set */
            if ($result = $mysqli->store_result()) {
                while ($row = $result->fetch_row()) {
                    printf("%s\n", $row[0]);
                }
                $result->free();
            }
            /* print divider */
            if ($mysqli->more_results()) {
                printf("----------------\n");
            }
        } while ($mysqli->next_result());
    }
```
The mysqli class

```php
/* close connection */
$mysqli->close();
?>
```

Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$query = "SELECT CURRENT_USER();";
$query .= "SELECT Name FROM City ORDER BY ID LIMIT 20, 5";
/* execute multi query */
if (mysqli_multi_query($link, $query)) {
    do {
        /* store first result set */
        if ($result = mysqli_store_result($link)) {
            while ($row = mysqli_fetch_row($result)) {
                printf("%s\n", $row[0]);
            }
            mysqli_free_result($result);
        }
        /* print divider */
        if (mysqli_more_results($link)) {
            printf("-------------------\n");
        }
    } while (mysqli_next_result($link));
}
/* close connection */
mysqli_close($link);
?>
```

The above examples will output something similar to:

```
my_user@localhost
-----------------
Amersfoort
Maastricht
Dordrecht
Leiden
Haarlemmermeer
```

See Also

- mysqli_query
- mysqli_use_result
- mysqli_store_result
- mysqli_next_result
- mysqli_more_results

7.3.8.32 mysqli::next_result, mysqli_next_result

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- mysqli::next_result
- mysqli_next_result
Prepare next result from `multi_query`

**Description**

**Object oriented style**

```php
public bool mysqli::next_result();
```

**Procedural style**

```php
bool mysqli_next_result(
    mysqli link);
```

Prepares next result set from a previous call to `mysqli_multi_query` which can be retrieved by `mysqli_store_result` or `mysqli_use_result`.

**Parameters**

`link` Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`

**Return Values**

Returns `true` on success or `false` on failure. Also returns `false` if the next statement resulted in an error, unlike `mysqli_more_results`.

**Examples**

See `mysqli_multi_query`.

**See Also**

`mysqli_multi_query`, `mysqli_more_results`, `mysqli_store_result`, `mysqli_use_result`

**7.3.8.33 mysqli::options, mysqli_options**

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- mysqli::options
- mysqli_options

Set options

**Description**

**Object oriented style**

```php
public bool mysqli::options(
    int option,
    mixed value);
```

**Procedural style**

```php
bool mysqli_options(
    mysqli link,
    int option,
```
The mysqli class

mixed value);

Used to set extra connect options and affect behavior for a connection.

This function may be called multiple times to set several options. `mysqli_options` should be called after `mysqli_init` and before `mysqli_real_connect`.

### Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>link</code></td>
<td>Procedural style only: A link identifier returned by <code>mysqli_connect</code> or <code>mysqli_init</code></td>
</tr>
<tr>
<td><code>option</code></td>
<td>The option that you want to set. It can be one of the following values:</td>
</tr>
</tbody>
</table>

#### Table 7.10 Valid options

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MYSQLI_OPT_CONNECT_TIMEOUT</td>
<td>Connection timeout in seconds</td>
</tr>
<tr>
<td>MYSQLI_OPT_READ_TIMEOUT</td>
<td>Command execution result timeout in seconds. Available as of PHP 7.2.0.</td>
</tr>
<tr>
<td>MYSQLI_OPT_LOCAL_INFILE</td>
<td>Enable/disable use of <code>LOAD LOCAL INFILE</code></td>
</tr>
<tr>
<td>MYSQL_INIT_COMMAND</td>
<td>Command to execute after when connecting to MySQL server</td>
</tr>
<tr>
<td>MYSQL_SET_CHARSET_NAME</td>
<td>The charset to be set as default.</td>
</tr>
<tr>
<td>MYSQL_READ_DEFAULT_FILE</td>
<td>Read options from named option file instead of <code>my.cnf</code> Not supported by mysqlnd.</td>
</tr>
<tr>
<td>MYSQL_READ_DEFAULT_GROUP</td>
<td>Read options from the named group from <code>my.cnf</code> or the file specified with <code>MYSQL_READ_DEFAULT_FILE</code>. Not supported by mysqlnd.</td>
</tr>
<tr>
<td>MYSQL_SERVER_PUBLIC_KEY</td>
<td>RSA public key file used with the SHA-256 based authentication.</td>
</tr>
<tr>
<td>MYSQL_OPT_NET_CMD_BUFFER_SIZE</td>
<td>The size of the internal command/network buffer. Only valid for mysqlnd.</td>
</tr>
<tr>
<td>MYSQL_OPT_NET_READ_BUFFER_SIZE</td>
<td>Maximum read chunk size in bytes when reading the body of a MySQL command packet. Only valid for mysqlnd.</td>
</tr>
<tr>
<td>MYSQL_OPT_INT_AND_FLOAT_NATIVE</td>
<td>Convert integer and float columns back to PHP numbers. Only valid for mysqlnd.</td>
</tr>
<tr>
<td>MYSQL_OPT_SSL_VERIFY_SERVER_CERT</td>
<td>Whether to verify server certificate or not.</td>
</tr>
</tbody>
</table>

| `value`   | The value for the option. |

### Return Values

Returns `true` on success or `false` on failure.
The mysqli class

Examples

See mysqli_real_connect.

Notes

<table>
<thead>
<tr>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>MySQLnd always assumes the server default charset. This charset is sent during connection hand-shake/authentication, which mysqlnd will use.</td>
</tr>
<tr>
<td>Libmysqlclient uses the default charset set in the <code>my.cnf</code> or by an explicit call to mysqli_options prior to calling mysqli_real_connect, but after mysqli_init.</td>
</tr>
</tbody>
</table>

See Also

mysqli_init
mysqli_real_connect

7.3.8.34 mysqli::ping, mysqli_ping

Pings a server connection, or tries to reconnect if the connection has gone down

Description

Object oriented style

```php
public bool mysqli::ping();
```

Procedural style

```php
bool mysqli_ping(
    mysqli link);
```

Checks whether the connection to the server is working. If it has gone down and global option mysqli.reconnect is enabled, an automatic reconnection is attempted.

<table>
<thead>
<tr>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>The <code>php.ini</code> setting mysqli.reconnect is ignored by the mysqlnd driver, so automatic reconnection is never attempted.</td>
</tr>
<tr>
<td>This function can be used by clients that remain idle for a long while, to check whether the server has closed the connection and reconnect if necessary.</td>
</tr>
</tbody>
</table>

Parameters

<table>
<thead>
<tr>
<th>link</th>
</tr>
</thead>
<tbody>
<tr>
<td>Procedural style only: A link identifier returned by mysqli_connect or mysqli_init</td>
</tr>
</tbody>
</table>

Return Values

Returns `true` on success or `false` on failure.
Examples

Example 7.63 mysqli::ping example

Object oriented style

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if ($mysqli->connect_errno) {
    printf("Connect failed: %s\n", $mysqli->connect_error);
    exit();
} /* check if server is alive */
if ($mysqli->ping()) {
    printf("Our connection is ok!\n");
} else {
    printf("Error: %s\n", $mysqli->error);
}
/* close connection */
$mysqli->close();
?>
```

Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
} /* check if server is alive */
if (mysqli_ping($link)) {
    printf("Our connection is ok!\n");
} else {
    printf("Error: %s\n", mysqli_error($link));
}
/* close connection */
mysqli_close($link);?
```
The mysqli class

```
public static int mysqli::poll(
    array read,
    array error,
    array reject,
    int sec,
    int usec = 0);
```

Procedural style

```
int mysqli_poll(
    array read,
    array error,
    array reject,
    int sec,
    int usec = 0);
```

Poll connections. Available only with `mysqli`. The method can be used as `static`.

**Parameters**

- **read**
  - List of connections to check for outstanding results that can be read.

- **error**
  - List of connections on which an error occurred, for example, query failure or lost connection.

- **reject**
  - List of connections rejected because no asynchronous query has been run on for which the function could poll results.

- **sec**
  - Maximum number of seconds to wait, must be non-negative.

- **usec**
  - Maximum number of microseconds to wait, must be non-negative.

**Return Values**

Returns number of ready connections upon success, `false` otherwise.

**Examples**

**Example 7.64 A mysqli_poll example**

```php
<?php
$link1 = mysqli_connect();
$link1->query("SELECT 'test'", MYSQLI_ASYNC);
$all_links = array($link1);
$processed = 0;
do {
    $links = $errors = $reject = array();
    foreach ($all_links as $link) {
        $links[] = $errors[] = $reject[] = $link;
    }
    if (!mysqli_poll($links, $errors, $reject, 1)) {
        continue;
    }
    foreach ($links as $link) {
        if ($result = $link->reap_async_query()) {
            print_r($result->fetch_row());
            if (is_object($result))
                mysqli_free_result($result);
        } else die(sprintf("MySQLi Error: %s", mysqli_error($link)));
        $processed++;
    }
} while ($processed < count($all_links));
?>
```
The mysqli class

The above example will output:

```php
Array
(0 => test)
```

See Also

mysqli_query
mysqli_reap_async_query

7.3.8.36 mysqli::prepare, mysqli_prepare

Prepares an SQL statement for execution

Description

Object oriented style

```php
public mysqli_stmt mysqli::prepare(
    string query);
```

Procedural style

```php
mysqli_stmt mysqli_prepare(
    mysqli link,
    string query);
```

Prepares the SQL query, and returns a statement handle to be used for further operations on the statement. The query must consist of a single SQL statement.

The statement template can contain zero or more question mark (`?`) parameter markers—also called placeholders. The parameter markers must be bound to application variables using `mysqli_stmt_bind_param` before executing the statement.

Parameters

- **link**
  - Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`

- **query**
  - The query, as a string. It must consist of a single SQL statement.
  - The SQL statement may contain zero or more parameter markers represented by question mark (`?`) characters at the appropriate positions.

Note

The markers are legal only in certain places in SQL statements. For example, they are permitted in the `VALUES()` list of an `INSERT` statement (to specify column values for a row), or in a comparison with a column in a `WHERE` clause to specify a comparison value.
However, they are not permitted for identifiers (such as table or column names), or to specify both operands of a binary operator such as the = equal sign. The latter restriction is necessary because it would be impossible to determine the parameter type. In general, parameters are legal only in Data Manipulation Language (DML) statements, and not in Data Definition Language (DDL) statements.

Return Values

`mysqli_prepare` returns a statement object or `false` if an error occurred.

Examples

**Example 7.65 mysqli::prepare example**

Object oriented style

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
$city = "Amersfoort";
/* create a prepared statement */
$stmt = $mysqli->prepare("SELECT District FROM City WHERE Name=?");
/* bind parameters for markers */
$stmt->bind_param("s", $city);
/* execute query */
$stmt->execute();
/* bind result variables */
$stmt->bind_result($district);
/* fetch value */
$stmt->fetch();
printf("%s is in district %s\n", $city, $district);
```

Procedural style

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* create a prepared statement */
$stmt = mysqli_prepare($link, "SELECT District FROM City WHERE Name=?");
/* bind parameters for markers */
mysqli_stmt_bind_param($stmt, "s", $city);
/* execute query */
mysqli_stmt_execute($stmt);
/* bind result variables */
mysqli_stmt_bind_result($stmt, $district);
/* fetch value */
mysqli_stmt_fetch($stmt);
printf("%s is in district %s\n", $city, $district);
```

The above examples will output:

```
Amersfoort is in district Utrecht
```
See Also

mysqli_stmt_execute
mysqli_stmt_fetch
mysqli_stmt_bind_param
mysqli_stmt_bind_result
mysqli_stmt_get_result
mysqli_stmt_close

7.3.8.37 mysqli::query, mysqli_query

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• mysqli::query

mysqli_query

Performs a query on the database

Description

Object oriented style

```php
public mixed mysqli::query(
    string query,
    int resultmode = MYSQLI_STORE_RESULT);
```

Procedural style

```php
mixed mysqli_query(
    mysqli link,
    string query,
    int resultmode = MYSQLI_STORE_RESULT);
```

Performs a query against the database.

For non-DML queries (not INSERT, UPDATE or DELETE), this function is similar to calling
mysqli_real_query followed by either mysqli_use_result or mysqli_store_result.

Note

In the case where you pass a statement to mysqli_query that is longer than
max_allowed_packet of the server, the returned error codes are different
depending on whether you are using MySQL Native Driver (mysqlnd) or
MySQL Client Library (libmysqlclient). The behavior is as follows:

• mysqlnd on Linux returns an error code of 1153. The error message means
  "got a packet bigger than max_allowed_packet bytes".

• mysqlnd on Windows returns an error code 2006. This error message means
  "server has gone away".

• libmysqlclient on all platforms returns an error code 2006. This error
  message means "server has gone away".

Parameters

link Procedural style only: A link identifier returned by
mysqli_connect or mysqli_init
The query string.

Data inside the query should be properly escaped.

Either the constant MYSQLI_USE_RESULT or MYSQLI_STORE_RESULT depending on the desired behavior. By default, MYSQLI_STORE_RESULT is used.

If you use MYSQLI_USE_RESULT all subsequent calls will return error Commands out of sync unless you call mysqli_free_result

With MYSQLI_ASYNC (available with mysqlnd), it is possible to perform query asynchronously. mysqli_poll is then used to get results from such queries.

Return Values

Returns false on failure. For successful queries which produce a result set, such as SELECT, SHOW, DESCRIBE or EXPLAIN, mysqli_query will return a mysqli_result object. For other successful queries, mysqli_query will return true.

Examples

Example 7.66 mysqli::query example

Object oriented style

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if ($mysqli->connect_errno) {
    printf("Connect failed: %s\n", $mysqli->connect_error);
    exit();
}
/* Create table doesn't return a resultset */
if ($mysqli->query("CREATE TEMPORARY TABLE myCity LIKE City") === TRUE) {
    printf("Table myCity successfully created.\n");
}
/* Select queries return a resultset */
if ($result = $mysqli->query("SELECT Name FROM City LIMIT 10")) {
    printf("Select returned %d rows.\n", $result->num_rows);
    /* free result set */
    $result->close();
}
/* If we have to retrieve large amount of data we use MYSQLI_USE_RESULT */
if ($result = $mysqli->query("SELECT * FROM City", MYSQLI_USE_RESULT)) {
    /* Note, that we can't execute any functions which interact with the
        server until result set was closed. All calls will return an
        'out of sync' error */
    if (!mysqli_query("SET @a:='this will not work'")) {
        printf("Error: %s\n", $mysqli->error);
    }
    $result->close();
}
$mysqli->close();
?>
```

Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
```
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* Create table doesn't return a resultset */
if (mysqli_query($link, "CREATE TEMPORARY TABLE myCity LIKE City") === TRUE) {
    printf("Table myCity successfully created.\n");
}
/* Select queries return a resultset */
if (!$result = mysqli_query($link, "SELECT Name FROM City LIMIT 10")) {
    printf("Select returned %d rows\n", mysqli_num_rows($result));
    /* free result set */
    mysqli_free_result($result);
}
/* If we have to retrieve large amount of data we use MYSQLI_USE_RESULT */
if (!$result = mysqli_query($link, "SELECT * FROM City", MYSQLI_USE_RESULT)) {
    /* Note, that we can't execute any functions which interact with the
     * server until result set was closed. All calls will return an
     * 'out of sync' error */
    if (!mysqli_query($link, "SET @a:='this will not work'")) {
        printf("Error: %s\n", mysqli_error($link));
    }
    mysqli_free_result($result);
}mysqli_close($link);
?>

The above examples will output:

---
Table myCity successfully created.
Select returned 10 rows.
Error: Commands out of sync; You can't run this command now
---

See Also

- mysqli_real_query
- mysqli_multi_query
- mysqli_free_result

7.3.8.38 mysqli::real_connect, mysqli_real_connect

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- mysqli::real_connect

Opens a connection to a mysql server

Description

Object oriented style

```php
public bool mysqli::real_connect(
    string host,
    string username,
    string passwd,
    string dbname,
    int port,
    string socket,
    int flags);
```

Procedural style
The mysqli class

```c
bool mysqli_real_connect(
    mysqli link,
    string host,
    string username,
    string passwd,
    string dbname,
    int port,
    string socket,
    int flags);
```

Establish a connection to a MySQL database engine.

This function differs from `mysqli_connect`:

- `mysqli_real_connect` needs a valid object which has to be created by function `mysqli_init`.
- With the `mysqli_options` function you can set various options for connection.
- There is a `flags` parameter.

**Parameters**

- **link**
  Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`.

- **host**
  Can be either a host name or an IP address. Passing the `null` value or the string "localhost" to this parameter, the local host is assumed. When possible, pipes will be used instead of the TCP/IP protocol.

- **username**
  The MySQL user name.

- **passwd**
  If provided or `null`, the MySQL server will attempt to authenticate the user against those user records which have no password only. This allows one username to be used with different permissions (depending on if a password as provided or not).

- **dbname**
  If provided will specify the default database to be used when performing queries.

- **port**
  Specifies the port number to attempt to connect to the MySQL server.

- **socket**
  Specifies the socket or named pipe that should be used.

**Note**

Specifying the `socket` parameter will not explicitly determine the type of connection to be used when connecting to the MySQL server. How the connection is made to the MySQL database is determined by the `host` parameter.

- **flags**
  With the parameter `flags` you can set different connection options:

**Table 7.11 Supported flags**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MYSQLI_CLIENT_COMPRESS</td>
<td>Use compression protocol</td>
</tr>
<tr>
<td>MYSQLI_CLIENT_FOUND_ROWS</td>
<td>return number of matched rows, not the number of affected rows</td>
</tr>
</tbody>
</table>
### The mysqli class

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MYSQLI_CLIENT_IGNORE_SPACE</td>
<td>Allow spaces after function names. Makes all function names reserved words.</td>
</tr>
<tr>
<td>MYSQLI_CLIENT_INTERACTIVE</td>
<td>Allow interactive_timeout seconds (instead of wait_timeout seconds) of inactivity before closing the connection</td>
</tr>
<tr>
<td>MYSQLI_CLIENT_SSL</td>
<td>Use SSL (encryption)</td>
</tr>
<tr>
<td>MYSQLI_CLIENT_SSL_DONT_VERIFY_SERVER_CERT</td>
<td>Like MYSQLI_CLIENT_SSL, but disables validation of the provided SSL certificate. This is only for installations using MySQL Native Driver and MySQL 5.6 or later.</td>
</tr>
</tbody>
</table>

#### Note

For security reasons the MULTI_STATEMENT flag is not supported in PHP. If you want to execute multiple queries use the `mysqli_multi_query` function.

#### Return Values

Returns `true` on success or `false` on failure.

#### Examples

**Example 7.67 mysqli::real_connect example**

Object oriented style

```php
<?php
mysqli = mysqli_init();
if (!$mysqli) {
    die('mysqli_init failed');
}
if (!$mysqli->options(MYSQLI_INIT_COMMAND, 'SET AUTOCOMMIT = 0')) {
    die('Setting MYSQLI_INIT_COMMAND failed');
}
if (!$mysqli->options(MYSQLI_OPT_CONNECT_TIMEOUT, 5)) {
    die('Setting MYSQLI_OPT_CONNECT_TIMEOUT failed');
}
if (!$mysqli->real_connect('localhost', 'my_user', 'my_password', 'my_db')) {
    die('Connect Error (' . mysqli_connect_errno() . ') ' . mysqli_connect_error());
}
echo 'Success... ' . $mysqli->host_info . "\n";
mysqli->close();
?>
```

Object oriented style when extending mysqli class

```php
<?php
class foo_mysqli extends mysqli {
```
The mysqli class

```php
public function __construct($host, $user, $pass, $db) {
    parent::init();
    if (!parent::options(MYSQLI_INIT_COMMAND, 'SET AUTOCOMMIT = 0')) {
        die('Setting MYSQLI_INIT_COMMAND failed');
    }
    if (!parent::options(MYSQLI_OPT_CONNECT_TIMEOUT, 5)) {
        die('Setting MYSQLI_OPT_CONNECT_TIMEOUT failed');
    }
    if (!parent::real_connect($host, $user, $pass, $db)) {
        die('Connect Error (' . mysqli_connect_errno() . ') ' .
            . mysqli_connect_error());
    }
}
$db = new foo_mysqli('localhost', 'my_user', 'my_password', 'my_db');
echo 'Success... ' . $db->host_info . "\n";
$db->close();
?>
```

Procedural style

```php
<?php
$link = mysqli_init();
if (!$link) {
    die('mysqli_init failed');
}
if (!mysqli_options($link, MYSQLI_INIT_COMMAND, 'SET AUTOCOMMIT = 0')) {
    die('Setting MYSQLI_INIT_COMMAND failed');
}
if (!mysqli_options($link, MYSQLI_OPT_CONNECT_TIMEOUT, 5)) {
    die('Setting MYSQLI_OPT_CONNECT_TIMEOUT failed');
}
if (!mysqli_real_connect($link, 'localhost', 'my_user', 'my_password', 'my_db')) {
    die('Connect Error (' . mysqli_connect_errno() . ') ' .
        . mysqli_connect_error());
}
echo 'Success... ' . mysqli_get_host_info($link) . "\n";
mysqli_close($link);
?>
```

The above examples will output:

```
Success... MySQL host info: localhost via TCP/IP
```

Notes

**Note**

MySQLnd always assumes the server default charset. This charset is sent during connection hand-shake/authentication, which mysqlnd will use.

Libmysqlclient uses the default charset set in the `my.cnf` or by an explicit call to `mysqli_options` prior to calling `mysqli_real_connect`, but after `mysqli_init`.

See Also

- `mysqli_connect`
- `mysqli_init`
- `mysqli_options`
The mysqli class

mysqli_ssl_set
mysqli_close

7.3.8.39 mysqli::real_escape_string, mysqli::escape_string,
mysqli_real_escape_string

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• mysqli::real_escape_string

mysqli::escape_string

mysqli_real_escape_string

Escapes special characters in a string for use in an SQL statement, taking into account the current
charset of the connection

Description

Object oriented style

```
public string mysqli::escape_string(
    string escapestr);
```

```
string mysqli::real_escape_string(
    string escapestr);
```

Procedural style

```
string mysqli_real_escape_string(
    mysqli link,
    string escapestr);
```

This function is used to create a legal SQL string that you can use in an SQL statement. The given
string is encoded to an escaped SQL string, taking into account the current character set of the
connection.

Security: the default character set

The character set must be set either at the server level, or with the API function
mysqli_set_charset for it to affect mysqli_real_escape_string. See
the concepts section on character sets for more information.

Parameters

- **link**
  Procedural style only: A link identifier returned by
  mysqli_connect or mysqli_init

- **escapestr**
  The string to be escaped.

  Characters encoded are NUL (ASCII 0), \n, \t, \, ', " , and Control-Z.

Return Values

Returns an escaped string.

Errors/Exceptions

Executing this function without a valid MySQLi connection passed in will return null and emit
E_WARNING level errors.
Examples

Example 7.68 mysqli::real_escape_string example

Object oriented style

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$mysqli->query("CREATE TEMPORARY TABLE myCity LIKE City");
$city = "'s Hertogenbosch";
/* this query will fail, cause we didn't escape $city */
if (!$mysqli->query("INSERT into myCity (Name) VALUES ('$city')");
    printf("Error: %s\n", $mysqli->sqlstate);
}
$city = $mysqli->real_escape_string($city);
/* this query with escaped $city will work */
if ($mysqli->query("INSERT into myCity (Name) VALUES ('$city')")
    printf("%d Row inserted.\n", $mysqli->affected_rows);
}
$mysqli->close();
?>```

Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
mysqli_query($link, "CREATE TEMPORARY TABLE myCity LIKE City");
$city = "'s Hertogenbosch";
/* this query will fail, cause we didn't escape $city */
if (!mysqli_query($link, "INSERT into myCity (Name) VALUES ('$city')")
    printf("Error: %s\n", mysqli_sqlstate($link));
}
$city = mysqli_real_escape_string($link, $city);
/* this query with escaped $city will work */
if (mysqli_query($link, "INSERT into myCity (Name) VALUES ('$city')")
    printf("%d Row inserted.\n", mysqli_affected_rows($link));
}
mysqli_close($link);
?>```

The above examples will output:

```
Error: 42000
1 Row inserted.
```
The `mysqli::real_query` method expects. The link identifier comes first in `mysqli_real_escape_string`, whereas the string to be escaped comes first in `mysqli_real_escape_string`.

See Also

- `mysqli_set_charset`
- `mysqli_character_set_name`

### 7.3.8.40 `mysqli::real_query`, `mysqli_real_query`

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- `mysqli::real_query`
- `mysqli_real_query`

**Description**

**Execute an SQL query**

**Description**

Object oriented style

```php
public bool mysqli::real_query(
    string query);
```

Procedural style

```php
bool mysqli_real_query(
    mysqli link,
    string query);
```

**Executes a single query against the database whose result can then be retrieved or stored using the `mysqli_store_result` or `mysqli_use_result` functions.**

In order to determine if a given query should return a result set or not, see `mysqli_field_count`.

**Parameters**

- `link` Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`
- `query` The query, as a string.

Data inside the query should be properly escaped.

**Return Values**

Returns `true` on success or `false` on failure.

See Also

- `mysqli_query`
- `mysqli_store_result`
- `mysqli_use_result`

### 7.3.8.41 `mysqli::reap_async_query`, `mysqli_reap_async_query`

**Copyright 1997-2021 the PHP Documentation Group.**

- `mysqli::reap_async_query`
**mysqli_reap_async_query**

Get result from async query

**Description**

Object oriented style

```php
public mysqli_result mysqli::reap_async_query();
```

Procedural style

```php
mysqli_result mysqli_reap_async_query(
    mysqli link);
```

Get result from async query. Available only with **mysqli**.

**Parameters**

- `link`  
  Procedural style only: A link identifier returned by **mysqli_connect** or **mysqli_init**

**Return Values**

Returns `false` on failure. For successful queries which produce a result set, such as **SELECT**, **SHOW**, **DESCRIBE** or **EXPLAIN**, **mysqli_reap_async_query** will return a **mysqli_result** object. For other successful queries, **mysqli_reap_async_query** will return `true`.

**See Also**

mysqli_poll

**mysqli::refresh, mysqli_refresh**

**Description**

Object oriented style

```php
public bool mysqli::refresh(
    int options);
```

Procedural style

```php
bool mysqli_refresh(
    mysqli link, 
    int options);
```

Flushes tables or caches, or resets the replication server information.

**Parameters**

- `link`  
  Procedural style only: A link identifier returned by **mysqli_connect** or **mysqli_init**
options

The options to refresh, using the MYSQLI_REFRESH_* constants as documented within the MySQLi constants documentation.

See also the official MySQL Refresh documentation.

Return Values

true if the refresh was a success, otherwise false

See Also

mysqli_poll

7.3.8.43 mysqli::release_savepoint, mysqli_release_savepoint

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- mysqli::release_savepoint
- mysqli_release_savepoint

Removes the named savepoint from the set of savepoints of the current transaction

Description

Object oriented style

```php
public bool mysqli::release_savepoint(
    string name);
```

Procedural style:

```php
bool mysqli_release_savepoint(
    mysqli link,
    string name);
```

This function is identical to executing `$mysqli->query("RELEASE SAVEPOINT `$name`");`. This function does not trigger commit or rollback.

Parameters

- `link` Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`
- `name` The identifier of the savepoint.

Return Values

Returns true on success or false on failure.

See Also

mysqli_savepoint

7.3.8.44 mysqli::rollback, mysqli_rollback

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- mysqli::rollback
- mysqli_rollback

Rolls back current transaction
**Description**

Object oriented style

```php
public bool mysqli::rollback(
    int flags
    = 0,
    string name);
```

Procedural style

```php
bool mysqli_rollback(
    mysqli link,
    int flags
    = 0,
    string name);
```

Rollbacks the current transaction for the database.

**Parameters**

- `link` (Procedural style only): A link identifier returned by `mysqli_connect` or `mysqli_init`
- `flags`: A bitmask of `MYSQLI_TRANS_COR_*` constants.
- `name`: If provided then `ROLLBACK/*name*/` is executed.

**Return Values**

Returns `true` on success or `false` on failure.

**Notes**

- **Note**
  This function does not work with non transactional table types (like MyISAM or ISAM).

**Examples**

See the `mysqli::begin_transaction` example.

**See Also**

- `mysqli_begin_transaction`
- `mysqli_commit`
- `mysqli_autocommit`
- `mysqli_release_savepoint`

**7.3.8.45 mysqli::savepoint, mysqli_savepoint**

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- `mysqli::savepoint`
- `mysqli_savepoint`

Set a named transaction savepoint

**Description**

Object oriented style
The mysqli class

```
public bool mysqli::savepoint(
    string name);
```

Procedural style:
```
bool mysqli_savepoint(
    mysqli link,
    string name);
```

This function is identical to executing `$mysqli->query("SAVEPOINT `$name`");`

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>link</code></td>
<td>Procedural style only: A link identifier returned by mysqli_connect or mysqli_init</td>
</tr>
<tr>
<td><code>name</code></td>
<td>The identifier of the savepoint.</td>
</tr>
</tbody>
</table>

Return Values

Returns `true` on success or `false` on failure.

See Also

mysqli_release_savepoint

7.3.8.46 mysqli::select_db, mysqli_select_db

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- mysqli::select_db
  - mysqli_select_db

Selects the default database for database queries

Description

Object oriented style
```
public bool mysqli::select_db(
    string dbname);
```

Procedural style
```
bool mysqli_select_db(
    mysqli link,
    string dbname);
```

Selects the default database to be used when performing queries against the database connection.

Note

This function should only be used to change the default database for the connection. You can select the default database with 4th parameter in mysqli_connect.

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>link</code></td>
<td>Procedural style only: A link identifier returned by mysqli_connect or mysqli_init</td>
</tr>
<tr>
<td><code>dbname</code></td>
<td>The database name.</td>
</tr>
</tbody>
</table>
The mysqli class

Return Values

Returns `true` on success or `false` on failure.

Examples

Example 7.69 mysqli::select_db example

Object oriented style

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "test");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* return name of current default database */
if ($result = $mysqli->query("SELECT DATABASE()")) {
    $row = $result->fetch_row();
    printf("Default database is %s\n", $row[0]);
    $result->close();
}
/* change db to world db */
$mysqli->select_db("world");
/* return name of current default database */
if ($result = $mysqli->query("SELECT DATABASE()")) {
    $row = $result->fetch_row();
    printf("Default database is %s\n", $row[0]);
    $result->close();
}
$mysqli->close();
?>
```

Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "test");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* return name of current default database */
if ($result = mysqli_query($link, "SELECT DATABASE()")) {
    $row = mysqli_fetch_row($result);
    printf("Default database is %s\n", $row[0]);
    mysqli_free_result($result);
}
/* change db to world db */
mysqli_select_db($link, "world");
/* return name of current default database */
if ($result = mysqli_query($link, "SELECT DATABASE()")) {
    $row = mysqli_fetch_row($result);
    printf("Default database is %s\n", $row[0]);
    mysqli_free_result($result);
}
mysqli_close($link);
?>
```

The above examples will output:

```
Default database is test.
```
Sets the default client character set

**Description**

Object oriented style

```php
public bool mysqli::set_charset(
    string charset);
```

Procedural style

```php
bool mysqli_set_charset(
    mysqli link,
    string charset);
```

Sets the default character set to be used when sending data from and to the database server.

**Parameters**

- **link**
  - Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`
- **charset**
  - The charset to be set as default.

**Return Values**

Returns `true` on success or `false` on failure.

**Notes**

- **Note**
  - To use this function on a Windows platform you need MySQL client library version 4.1.11 or above (for MySQL 5.0 you need 5.0.6 or above).

- **Note**
  - This is the preferred way to change the charset. Using `mysqli_query` to set it (such as `SET NAMES utf8`) is not recommended. See the MySQL character set concepts section for more information.

**Examples**

**Example 7.70 mysqli::set_charset example**

Object oriented style
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "test");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
printf("Initial character set: %s\n", $mysqli->character_set_name());
/* change character set to utf8mb4 */
if (!$mysqli->set_charset("utf8mb4")) {
    printf("Error loading character set utf8mb4: %s\n", $mysqli->error);
    exit();
} else {
    printf("Current character set: %s\n", $mysqli->character_set_name());
}
$mysqli->close();
?>

Procedural style

<?php
$link = mysqli_connect('localhost', 'my_user', 'my_password', 'test');
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
printf("Initial character set: %s\n", mysqli_character_set_name($link));
/* change character set to utf8mb4 */
if (!mysqli_set_charset($link, "utf8mb4")) {
    printf("Error loading character set utf8mb4: %s\n", mysqli_error($link));
    exit();
} else {
    printf("Current character set: %s\n", mysqli_character_set_name($link));
}
mysqli_close($link);
?>

The above examples will output something similar to:

Initial character set: latin1
Current character set: utf8mb4

See Also

mysqli_character_set_name
mysqli_real_escape_string
MySQL character set concepts
List of character sets that MySQL supports

7.3.8.48 mysqli::$sqlstate, mysqli_sqlstate

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• mysqli::$sqlstate

mysqli_sqlstate

Returns the SQLSTATE error from previous MySQL operation
Description

Object oriented style

```php
string
mysqli->sqlstate ;
```

Procedural style

```php
string mysqli_sqlstate(
    mysqli link);
```

Returns a string containing the SQLSTATE error code for the last error. The error code consists of five characters. '00000' means no error. The values are specified by ANSI SQL and ODBC. For a list of possible values, see http://dev.mysql.com/doc/mysql/en/error-handling.html.

**Note**

Note that not all MySQL errors are yet mapped to SQLSTATE's. The value HY000 (general error) is used for unmapped errors.

Parameters

| `link` | Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init` |

Return Values

Returns a string containing the SQLSTATE error code for the last error. The error code consists of five characters. '00000' means no error.

Examples

**Example 7.71 $mysqli->sqlstate example**

Object oriented style

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* Table City already exists, so we should get an error */
if (!$mysqli->query("CREATE TABLE City (ID INT, Name VARCHAR(30))")) {
    printf("Error - SQLSTATE %s\n", $mysqli->sqlstate);
}
$mysqli->close();
?>
```

Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
```
The mysqli class

/* Table City already exists, so we should get an error */
if (!mysqli_query($link, "CREATE TABLE City (ID INT, Name VARCHAR(30))")) {
    printf("Error - SQLSTATE %s.\n", mysqli_sqlstate($link));
}
mysqli_close($link);
?>

The above examples will output:

Error - SQLSTATE 42S01.

See Also

mysqli_errno
mysqli_error

7.3.8.49 mysqli::ssl_set, mysqli_ssl_set

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• mysqli::ssl_set
  
  mysqli_ssl_set

  Used for establishing secure connections using SSL

Description

Object oriented style

public bool mysqli::ssl_set(
    string key,
    string cert,
    string ca,
    string capath,
    string cipher);

Procedural style

bool mysqli_ssl_set(
    mysqli link,
    string key,
    string cert,
    string ca,
    string capath,
    string cipher);

Used for establishing secure connections using SSL. It must be called before
mysqli_real_connect. This function does nothing unless OpenSSL support is enabled.

Parameters

link
  Procedural style only: A link identifier returned by
  mysqli_connect or mysqli_init

key
  The path name to the key file.

cert
  The path name to the certificate file.

ca
  The path name to the certificate authority file.
The mysqli class

| capath | The pathname to a directory that contains trusted SSL CA certificates in PEM format. |
| cipher | A list of allowable ciphers to use for SSL encryption. |

Return Values

This function always returns true value. If SSL setup is incorrect mysqli_real_connect will return an error when you attempt to connect.

See Also

mysqli_options
mysqli_real_connect

7.3.8.50 mysqli::stat, mysqli_stat

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- mysqli::stat
  
  mysqli_stat

  Gets the current system status

Description

Object oriented style

public string mysqli::stat();

Procedural style

string mysqli_stat(
mysqli link);

mysqli_stat returns a string containing information similar to that provided by the 'mysqladmin status' command. This includes uptime in seconds and the number of running threads, questions, reloads, and open tables.

Parameters

link

Procedural style only: A link identifier returned by mysqli_connect or mysqli_init

Return Values

A string describing the server status. false if an error occurred.

Examples

Example 7.72 mysqli::stat example

Object oriented style

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
```
The mysqli class

```php
printf("Connect failed: %s\n", mysqli_connect_error());
exit();
}
printf("System status: %s\n", $mysqli->stat());
$mysqli->close();
?>
```

Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world"); /* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
printf("System status: %s\n", mysqli_stat($link));
mysqli_close($link);
?>
```

The above examples will output:

```
System status: Uptime: 272  Threads: 1  Questions: 5340  Slow queries: 0
Opens: 13  Flush tables: 1  Open tables: 0  Queries per second avg: 19.632
Memory in use: 8496K  Max memory used: 8560K
```

See Also

mysqli_get_server_info

7.3.8.51 mysqli::stmt_init, mysqli_stmt_init

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- mysqli::stmt_init
- mysqli_stmt_init

Initializes a statement and returns an object for use with mysqli_stmt_prepare

Description

Object oriented style

```php
public mysqli_stmt mysqli::stmt_init();
```

Procedural style

```php
mysqli_stmt mysqli_stmt_init(
    mysqli link);
```

Allocates and initializes a statement object suitable for mysqli_stmt_prepare.

**Note**

Any subsequent calls to any mysqli_stmt function will fail until mysqli_stmt_prepare was called.
### Parameters

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>link</strong></td>
<td>Procedural style only: A link identifier returned by mysqli_connect or mysqli_init</td>
</tr>
</tbody>
</table>

### Return Values

Returns an object.

### See Also

mysqli_stmt_prepare

7.3.8.52 mysqli::store_result, mysqli_store_result

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- mysqli::store_result
  - mysqli_store_result

Transfers a result set from the last query

### Description

Object oriented style

```php
public mysqli_result mysqli::store_result(
    int option);
```

Procedural style

```php
mysqli_result mysqli_store_result(
    mysqli link,
    int option);
```

Transfers the result set from the last query on the database connection represented by the `link` parameter to be used with the `mysqli_data_seek` function.

### Parameters

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>link</strong></td>
<td>Procedural style only: A link identifier returned by mysqli_connect or mysqli_init</td>
</tr>
<tr>
<td><strong>option</strong></td>
<td>The option that you want to set. It can be one of the following values:</td>
</tr>
</tbody>
</table>

### Table 7.12 Valid options

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MYSQLI_STORE_RESULT_COPY_DATA</td>
<td>Copy results from the internal mysqlnd buffer into the PHP variables fetched. By default, mysqlnd will use a reference logic to avoid copying and duplicating results held in memory. For certain result sets, for example, result sets with many small rows, the copy approach can reduce the overall...</td>
</tr>
</tbody>
</table>
The mysqli class

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>memory usage because PHP variables holding results may be released earlier (available with mysqlind only)</td>
</tr>
</tbody>
</table>

Return Values

Returns a buffered result object or false if an error occurred.

**Note**

mysqli_store_result returns false in case the query didn’t return a result set (if the query was, for example an INSERT statement). This function also returns false if the reading of the result set failed. You can check if you have got an error by checking if mysqli_error doesn’t return an empty string, if mysqli_errno returns a non zero value, or if mysqli_field_count returns a non zero value. Also possible reason for this function returning false after successful call to mysqli_query can be too large result set (memory for it cannot be allocated). If mysqli_field_count returns a non-zero value, the statement should have produced a non-empty result set.

Notes

**Note**

Although it is always good practice to free the memory used by the result of a query using the mysqli_free_result function, when transferring large result sets using the mysqli_store_result this becomes particularly important.

Examples

See mysqli_multi_query.

See Also

mysqli_real_query
mysqli_use_result

7.3.8.53 mysqli::$thread_id, mysqli_thread_id

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- mysqli::$thread_id
  
  mysqli_thread_id
  
  Returns the thread ID for the current connection

Description

Object oriented style

```php
int mysqli->thread_id;
```

Procedural style

```php
int mysqli_thread_id(
    mysqli link);
```
The `mysqli_thread_id` function returns the thread ID for the current connection which can then be killed using the `mysqli_kill` function. If the connection is lost and you reconnect with `mysqli_ping`, the thread ID will be other. Therefore you should get the thread ID only when you need it.

**Note**

The thread ID is assigned on a connection-by-connection basis. Hence, if the connection is broken and then re-established a new thread ID will be assigned.

To kill a running query you can use the SQL command `KILL QUERY processid`.

### Parameters

`link`  
Procedural style only: A link identifier returned by `mysqli_connect` or `mysqli_init`

### Return Values

Returns the Thread ID for the current connection.

### Examples

**Example 7.73 `$mysqli->thread_id` example**

**Object oriented style**

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* determine our thread id */
$thread_id = $mysqli->thread_id;
/* Kill connection */
$mysqli->kill($thread_id);
/* This should produce an error */
if (!$mysqli->query("CREATE TABLE myCity LIKE City")) {
    printf("Error: %s\n", $mysqli->error);
    exit;
}
/* close connection */
$mysqli->close();
?>
```

**Procedural style**

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* determine our thread id */
$thread_id = mysqli_thread_id($link);
/* Kill connection */
mysqli_kill($link, $thread_id);
/* This should produce an error */
if (!$mysqli->query($link, "CREATE TABLE myCity LIKE City")) {
```
The above examples will output:

Error: MySQL server has gone away

See Also

mysqli_kill

7.3.8.54 mysqli::thread_safe, mysqli_thread_safe

Returns whether thread safety is given or not

Description

Object oriented style

public void mysqli::thread_safe();

Procedural style

bool mysqli_thread_safe();

Tells whether the client library is compiled as thread-safe.

Return Values

true if the client library is thread-safe, otherwise false.

7.3.8.55 mysqli::use_result, mysqli_use_result

Initiate a result set retrieval

Description

Object oriented style

public mysqli_result mysqli::use_result();

Procedural style
mysqli_result mysqli_use_result(
    mysqli link);

Used to initiate the retrieval of a result set from the last query executed using the
mysqli_real_query function on the database connection.

Either this or the mysqli_store_result function must be called before the results of a query can be
retrieved, and one or the other must be called to prevent the next query on that database connection
from failing.

Note

The mysqli_use_result function does not transfer the entire result
set from the database and hence cannot be used functions such as
mysqli_data_seek to move to a particular row within the set. To use this
functionality, the result set must be stored using mysqli_store_result. One
should not use mysqli_use_result if a lot of processing on the client side
is performed, since this will tie up the server and prevent other threads from
updating any tables from which the data is being fetched.

Return Values

Returns an unbuffered result object or false if an error occurred.

Examples

Example 7.74 mysqli::use_result example

Object oriented style

```php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$query  = "SELECT CURRENT_USER();";
$query .= "SELECT Name FROM City ORDER BY ID LIMIT 20, 5";
/* execute multi query */
if ($mysqli->multi_query($query)) {
    do {
        /* store first result set */
        if ($result = $mysqli->use_result()) {
            while ($row = $result->fetch_row()) {
                printf("%s\n", $row[0]);
            }
            $result->close();
        }
        /* print divider */
        if ($mysqli->more_results()) {
            printf("----------------\n");
        } while ($mysqli->next_result());
    }/* close connection */
$mysqli->close();
?>
```

Procedural style

```php
<?php

```
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$query = "SELECT CURRENT_USER();"
$query .= "SELECT Name FROM City ORDER BY ID LIMIT 20, 5";
/* execute multi query */
if (mysqli_multi_query($link, $query)) {
    do {
        /* store first result set */
        if ($result = mysqli_use_result($link)) {
            while ($row = mysqli_fetch_row($result)) {
                printf("%s\n", $row[0]);
            }
            mysqli_free_result($result);
        }
        /* print divider */
        if (mysqli_more_results($link)) {
            printf("-----------------\n");
        }
    } while (mysqli_next_result($link));
    /* close connection */
    mysqli_close($link);
?>

The above examples will output:

```
my_user@localhost
-----------------
Amersfoort
Maastricht
Dordrecht
Leiden
Haarlemmermeer
```

See Also

mysqli_real_query
mysqli_store_result

7.3.8.56 mysqli::$warning_count, mysqli_warning_count

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- mysqli::$warning_count
  - mysqli_warning_count

Returns the number of warnings from the last query for the given link

Description

Object oriented style

```php
int mysqli->warning_count;
```

Procedural style

```php
int mysqli_warning_count;
```
The mysqli class

mysqli link);

Returns the number of warnings from the last query in the connection.

Note

For retrieving warning messages you can use the SQL command `SHOW WARNINGS [limit row_count].`

Parameters

link
  Procedural style only: A link identifier returned by
  `mysqli_connect` or `mysqli_init`

Return Values

Number of warnings or zero if there are no warnings.

Examples

Example 7.75 `$mysqli->warning_count` example

Object oriented style

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$mysqli->query("CREATE TABLE myCity LIKE City");
/* a remarkable city in Wales */
$query = "INSERT INTO myCity (CountryCode, Name) VALUES('GBR',
  'Llanfairpwllgwyngyllgogerchwyndrobwllllantysiliogogogoch'");
$mysqli->query($query);
if ($mysqli->warning_count) {
    if ($result = $mysqli->query("SHOW WARNINGS")) {
        $row = $result->fetch_row();
        printf("%s (%d): %s\n", $row[0], $row[1], $row[2]);
        $result->close();
    }
}
/* close connection */
$mysqli->close();
?>
```

Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
mysqli_query($link, "CREATE TABLE myCity LIKE City");
/* a remarkable long city name in Wales */
$query = "INSERT INTO myCity (CountryCode, Name) VALUES('GBR',
  'Llanfairpwllgwyngyllgogerchwyndrobwllllantysiliogogogoch'");
mysqli_query($link, $query);
if (mysqli_warning_count($link)) {
    if ($result = mysqli_query($link, "SHOW WARNINGS")) {
```
The mysqli_stmt class

```php
$row = mysqli_fetch_row($result);
printf("%s (%d): %s\n", $row[0], $row[1], $row[2]);
mysqli_free_result($result);
}
/* close connection */
mysqli_close($link);
?>
```

The above examples will output:

```
Warning (1264): Data truncated for column 'Name' at row 1
```

See Also

- mysqli_errno
- mysqli_error
- mysqli_sqlstate

### 7.3.9 The mysqli_stmt class

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Represents a prepared statement.

```php
mysqli_stmt {
mysqli_stmt
Properties
  int
    mysqli_stmt->affected_rows ;
  int
    mysqli_stmt->errno ;
  array
    mysqli_stmt->error_list ;
  string
    mysqli_stmt->error ;
  int
    mysqli_stmt->field_count ;
  int
    mysqli_stmt->insert_id ;
  int
    mysqli_stmt->num_rows ;
  int
    mysqli_stmt->param_count ;
  string
    mysqli_stmt->sqlstate ;
Methods
  public mysqli_stmt::__construct(
    mysqli link,
    string query);
```
The mysqli_stmt class

```php
public int mysqli_stmt::attr_get(
    int attr);

public bool mysqli_stmt::attr_set(
    int attr,
    int mode);

public bool mysqli_stmt::bind_param(
    string types,
    mixed var,
    mixed vars);

public bool mysqli_stmt::bind_result(
    mixed var,
    mixed vars);

public bool mysqli_stmt::close();

public void mysqli_stmt::data_seek(
    int offset);

public bool mysqli_stmt::execute();

public bool mysqli_stmt::fetch();

public void mysqli_stmt::free_result();

public mysqli_result mysqli_stmt::get_result();

public object mysqli_stmt::get_warnings();

public bool mysqli_stmt::more_results();

public bool mysqli_stmt::next_result();

public int mysqli_stmt::num_rows();

public bool mysqli_stmt::prepare(
    string query);

public bool mysqli_stmt::reset();

public mysqli_result mysqli_stmt::result_metadata();

public bool mysqli_stmt::send_long_data(
    int param_nr,
    string data);

public bool mysqli_stmt::store_result();
```

7.3.9.1 `mysqli_stmt::$affected_rows`, `mysqli_stmt_affected_rows`

Returns the total number of rows changed, deleted, or inserted by the last executed statement

**Description**

Object oriented style

```php
int
```
The mysqli_stmt class

mysqli_stmt->affected_rows;

Procedural style

```php
int mysqli_stmt_affected_rows(
    mysqli_stmt stmt);
```

Returns the number of rows affected by INSERT, UPDATE, or DELETE query.

This function only works with queries which update a table. In order to get the number of rows from a SELECT query, use mysqli_stmt_num_rows instead.

Parameters

stmt

Procedural style only: A statement identifier returned by mysqli_stmt_init.

Return Values

An integer greater than zero indicates the number of rows affected or retrieved. Zero indicates that no records where updated for an UPDATE/DELETE statement, no rows matched the WHERE clause in the query or that no query has yet been executed. -1 indicates that the query has returned an error. NULL indicates an invalid argument was supplied to the function.

Note

If the number of affected rows is greater than maximal PHP int value, the number of affected rows will be returned as a string value.

Examples

Example 7.76 Object oriented style

```php
<?php
    $mysqli = new mysqli("localhost", "my_user", "my_password", "world");
    /* check connection */
    if (mysqli_connect_errno()) {
        printf("Connect failed: %s\n", mysqli_connect_error());
        exit();
    }
    /* create temp table */
    $mysqli->query("CREATE TEMPORARY TABLE myCountry LIKE Country");
    $query = "INSERT INTO myCountry SELECT * FROM Country WHERE Code LIKE ?";
    /* prepare statement */
    if ($stmt = $mysqli->prepare($query)) {
        /* Bind variable for placeholder */
        $code = 'A%';
        $stmt->bind_param("s", $code);
        /* execute statement */
        $stmt->execute();
        printf("rows inserted: %d\n", $stmt->affected_rows);
        /* close statement */
        $stmt->close();
    } /* close connection */
    $mysqli->close();
?>
```

Example 7.77 Procedural style

```php
<?php
    $link = mysqli_connect("localhost", "my_user", "my_password", "world");
```
The mysqli_stmt class

/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* create temp table */
mysqli_query($link, "CREATE TEMPORARY TABLE myCountry LIKE Country");
$query = "INSERT INTO myCountry SELECT * FROM Country WHERE Code LIKE ?";
/* prepare statement */
if ($stmt = mysqli_prepare($link, $query)) {
    /* Bind variable for placeholder */
    $code = 'A%';
    mysqli_stmt_bind_param($stmt, "s", $code);
    /* execute statement */
    mysqli_stmt_execute($stmt);
    printf("rows inserted: %d\n", mysqli_stmt_affected_rows($stmt));
    /* close statement */
    mysqli_stmt_close($stmt);
}
/* close connection */
mysqli_close($link);
?>

The above examples will output:

rows inserted: 17

See Also

mysqli_stmt_num_rows
mysqli_prepare

7.3.9.2 mysqli_stmt::attr_get, mysqli_stmt_attr_get

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• mysqli_stmt::attr_get

mysqli_stmt_attr_get

Used to get the current value of a statement attribute

Description

Object oriented style

public int mysqli_stmt::attr_get(
    int attr);

Procedural style

int mysqli_stmt_attr_get(
    mysqli_stmt stmt,
    int attr);

Gets the current value of a statement attribute.

Parameters

stmt        Procedural style only: A statement identifier returned by
            mysqli_stmt_init.
The mysqli_stmt class

**attr**
The attribute that you want to get.

### Return Values

Returns `false` if the attribute is not found, otherwise returns the value of the attribute.

#### 7.3.9.3 `mysqli_stmt::attr_set, mysqli_stmt_attr_set`

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- `mysqli_stmt::attr_set`
- `mysqli_stmt_attr_set`

Used to modify the behavior of a prepared statement

### Description

Object oriented style

```php
public bool mysqli_stmt::attr_set(
    int attr,
    int mode);
```

Procedural style

```php
bool mysqli_stmt_attr_set(
    mysqli_stmt stmt,
    int attr,
    int mode);
```

Used to modify the behavior of a prepared statement. This function may be called multiple times to set several attributes.

### Parameters

- **stmt**
  Procedural style only: A statement identifier returned by `mysqli_stmt_init`.

- **attr**
  The attribute that you want to set. It can have one of the following values:

### Table 7.13 Attribute values

<table>
<thead>
<tr>
<th>Character</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MYSQLI_STMT_ATTR_UPDATE_MAX_LENGTH</td>
<td>Setting to <code>true</code> causes <code>mysqli_stmt_store_result</code> to update the metadata <code>MYSQL_FIELD-&gt;max_length</code> value.</td>
</tr>
<tr>
<td>MYSQLI_STMT_ATTR_CURSOR_TYPE</td>
<td>Type of cursor to open for statement when <code>mysqli_stmt_execute</code> is invoked. <code>mode</code> can be <code>MYSQLI_CURSOR_TYPE_NO_CURSOR</code> (the default) or <code>MYSQLI_CURSOR_TYPE_READ_ONLY</code>.</td>
</tr>
<tr>
<td>MYSQLI_STMT_ATTR_PREFETCH_ROWS</td>
<td>Number of rows to fetch from server at a time using a cursor. <code>mode</code> can be in the range</td>
</tr>
</tbody>
</table>
The mysqli_stmt class

<table>
<thead>
<tr>
<th>Character</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>from 1 to the maximum value of unsigned long. The default is 1.</td>
</tr>
</tbody>
</table>

If you use the `MYSQLI_STMT_ATTR_CURSOR_TYPE` option with `MYSQLI_CURSOR_TYPE_READ_ONLY`, a cursor is opened for the statement when you invoke `mysqli_stmt_execute`. If there is already an open cursor from a previous `mysqli_stmt_execute` call, it closes the cursor before opening a new one. `mysqli_stmt_reset` also closes any open cursor before preparing the statement for re-execution. `mysqli_stmt_free_result` closes any open cursor.

If you open a cursor for a prepared statement, `mysqli_stmt_store_result` is unnecessary.

**mode**

The value to assign to the attribute.

See Also

Connector/MySQL `mysql_stmt_attr_set()`

7.3.9.4 `mysqli_stmt::bind_param, mysqli_stmt_bind_param`

**Description**

**Object oriented style**

```php
public bool mysqli_stmt::bind_param(
    string types,
    mixed var,
    mixed vars);
```

**Procedural style**

```php
bool mysqli_stmt_bind_param(
    mysqli_stmt stmt,
    string types,
    mixed var,
    mixed vars);
```

Bind variables for the parameter markers in the SQL statement that was passed to `mysqli_prepare`.

**Note**

If data size of a variable exceeds max. allowed packet size (max_allowed_packet), you have to specify `b` in `types` and use `mysqli_stmt_send_long_data` to send the data in packets.

**Note**

Care must be taken when using `mysqli_stmt_bind_param` in conjunction with `call_user_func_array`. Note that `mysqli_stmt_bind_param` requires parameters to be passed by reference, whereas
The mysqli_stmt class

call_user_func_array can accept as a parameter a list of variables that can represent references or values.

Parameters

stmt
Procedural style only: A statement identifier returned by mysqli_stmt_init.

types
A string that contains one or more characters which specify the types for the corresponding bind variables:

Table 7.14 Type specification chars

<table>
<thead>
<tr>
<th>Character</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>i</td>
<td>corresponding variable has type integer</td>
</tr>
<tr>
<td>d</td>
<td>corresponding variable has type double</td>
</tr>
<tr>
<td>s</td>
<td>corresponding variable has type string</td>
</tr>
<tr>
<td>b</td>
<td>corresponding variable is a blob and will be sent in packets</td>
</tr>
</tbody>
</table>

var, vars
The number of variables and length of string types must match the parameters in the statement.

Return Values

Returns true on success or false on failure.

Examples

Example 7.78 Object oriented style

```php
<?php
$mysqli = new mysqli('localhost', 'my_user', 'my_password', 'world');
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$stmt = $mysqli->prepare("INSERT INTO CountryLanguage VALUES (?, ?, ?, ?)" or $mysqli->stmt_init());
$stmt->bind_param('sssd', $code, $language, $official, $percent);
$code = 'DEU';
$language = 'Bavarian';
$official = 'F';
$percent = 11.2;
/* execute prepared statement */
$stmt->execute();
printf("%d Row inserted.\n", $stmt->affected_rows);
/* close statement and connection */
$stmt->close();
/* Clean up table CountryLanguage */
$mysqli->query("DELETE FROM CountryLanguage WHERE Language='Bavarian'" or $mysqli->stmt_init());
printf("%d Row deleted.\n", $mysqli->affected_rows);
/* close connection */
$mysqli->close();
?>
```

Example 7.79 Procedural style

```
```php
<?php
$link = mysqli_connect('localhost', 'my_user', 'my_password', 'world');
/* check connection */
if (!$link) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$stmt = mysqli_prepare($link, "INSERT INTO CountryLanguage VALUES (?, ?, ?, ?)"庭);
mysqli_stmt_bind_param($stmt, 'sssd', $code, $language, $official, $percent);
$code = 'DEU';
$language = 'Bavarian';
$official = "F";
$percent = 11.2;
/* execute prepared statement */
mysqli_stmt_execute($stmt);
/* close statement and connection */
mysqli_stmt_close($stmt);
mysqli_query($link, "DELETE FROM CountryLanguage WHERE Language='Bavarian'庭");
printf("%d Row deleted.\n", mysqli_affected_rows($link));
/* close connection */
mysqli_close($link);
?>
```

The above examples will output:

1 Row inserted.
1 Row deleted.

See Also

mysqli_stmt_bind_result
mysqli_stmt_execute
mysqli_stmt_fetch
mysqli_prepare
mysqli_stmt_send_long_data
mysqli_stmt_errno
mysqli_stmt_error

7.3.9.5 mysqli_stmt::bind_result, mysqli_stmt_bind_result

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* mysqli_stmt::bind_result

mysqli_stmt_bind_result

Binds variables to a prepared statement for result storage

Description

Object oriented style

```php
public bool mysqli_stmt::bind_result(
mixed var, mixed vars);
```

Procedural style

```php
bool mysqli_stmt_bind_result(
mysqli_stmt stmt,
```
Binds columns in the result set to variables.

When `mysqli_stmt_fetch` is called to fetch data, the MySQL client/server protocol places the data for the bound columns into the specified variables `var/vars`.

**Note**

Note that all columns must be bound after `mysqli_stmt_execute` and prior to calling `mysqli_stmt_fetch`. Depending on column types bound variables can silently change to the corresponding PHP type.

A column can be bound or rebound at any time, even after a result set has been partially retrieved. The new binding takes effect the next time `mysqli_stmt_fetch` is called.

**Parameters**

- **stmt**
  Procedural style only: A statement identifier returned by `mysqli_stmt_init`.

- **var**
  The first variable to be bound.

- **vars**
  Further variables to be bound.

**Return Values**

Returns `true` on success or `false` on failure.

**Examples**

**Example 7.80 Object oriented style**

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* prepare statement */
if ($stmt = $mysqli->prepare("SELECT Code, Name FROM Country ORDER BY Name LIMIT 5")) {
    $stmt->execute();
    /* bind variables to prepared statement */
    $stmt->bind_result($col1, $col2);
    /* fetch values */
    while ($stmt->fetch()) {
        printf("%s %s\n", $col1, $col2);
    }
    /* close statement */
    $stmt->close();
} /* close connection */
$mysqli->close();
?>
```

**Example 7.81 Procedural style**

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
```
The mysqli_stmt class

/* check connection */
if (!$link) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
/* prepare statement */
if ($stmt = mysqli_prepare($link, "SELECT Code, Name FROM Country ORDER BY Name LIMIT 5")) {
    /* bind variables to prepared statement */
    mysqli_stmt_bind_result($stmt, $col1, $col2);
    /* fetch values */
    while (mysqli_stmt_fetch($stmt)) {
        printf("%s %s\n", $col1, $col2);
    }
    /* close statement */
    mysqli_stmt_close($stmt);
} /* close connection */
mysqli_close($link);

The above examples will output:

<table>
<thead>
<tr>
<th>Code</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>AFG</td>
<td>Afghanistan</td>
</tr>
<tr>
<td>ALB</td>
<td>Albania</td>
</tr>
<tr>
<td>DZA</td>
<td>Algeria</td>
</tr>
<tr>
<td>ASM</td>
<td>American Samoa</td>
</tr>
<tr>
<td>AND</td>
<td>Andorra</td>
</tr>
</tbody>
</table>

See Also

- mysqli_stmt_get_result
- mysqli_stmt_bind_param
- mysqli_stmt_execute
- mysqli_stmt_fetch
- mysqli_prepare
- mysqli_stmt_prepare
- mysqli_stmt_init
- mysqli_stmt_errno
- mysqli_stmt_error

7.3.9.6 mysqli_stmt::close, mysqli_stmt_close

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- mysqli_stmt::close

Closes a prepared statement

Description

Object oriented style

```
public bool mysqli_stmt::close();
```

Procedural style

```
bool mysqli_stmt_close(
    mysqli_stmt stmt);
```
Closes a prepared statement. \texttt{mysqli_stmt_close} also deallocates the statement handle. If the current statement has pending or unread results, this function cancels them so that the next query can be executed.

**Parameters**

\texttt{stmt} \\
Procedural style only: A statement identifier returned by \texttt{mysqli_stmt_init}.

**Return Values**

Returns \texttt{true} on success or \texttt{false} on failure.

See Also

\texttt{mysqli_prepare}

7.3.9.7 \texttt{mysqli_stmt::\_\_construct}

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- \texttt{mysqli_stmt::\_\_construct}

  Constructs a new \texttt{mysqli_stmt} object

**Description**

\begin{verbatim}
public mysqli_stmt::\_\_construct(
    mysqli link,
    string query);
\end{verbatim}

This method constructs a new \texttt{mysqli_stmt} object.

**Parameters**

\texttt{link} \\
A valid \texttt{mysqli} object.

\texttt{query} \\
The query, as a string. If this parameter is omitted, then the constructor behaves identically to \texttt{mysqli_stmt_init}, if provided, then it behaves as per \texttt{mysqli_prepare}.

See Also

\texttt{mysqli_prepare}  \\
\texttt{mysqli_stmt_init}

7.3.9.8 \texttt{mysqli_stmt::data_seek, mysqli_stmt\_data\_seek}

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- \texttt{mysqli_stmt::data_seek}

  \texttt{mysqli_stmt\_data\_seek}

  Seeks to an arbitrary row in statement result set

**Description**

Object oriented style

\begin{verbatim}
public void mysqli_stmt::data_seek(
    int offset);
\end{verbatim}
The mysqli_stmt class

Procedural style

```c
void mysqli_stmt_data_seek(
    mysqli_stmt stmt,
    int offset);
```

Seeks to an arbitrary result pointer in the statement result set.

*mysqli_stmt_store_result* must be called prior to *mysqli_stmt_data_seek*.

**Parameters**

- **stmt**
  - Procedural style only: A statement identifier returned by *mysqli_stmt_init*.
- **offset**
  - Must be between zero and the total number of rows minus one (0..*mysqli_stmt_num_rows* - 1).

**Return Values**

No value is returned.

**Examples**

**Example 7.82 Object oriented style**

```php
<?php
/* Open a connection */
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$query = "SELECT Name, CountryCode FROM City ORDER BY Name";
if ($stmt = $mysqli->prepare($query)) {
    /* execute query */
    $stmt->execute();
    /* bind result variables */
    $stmt->bind_result($name, $code);
    /* store result */
    $stmt->store_result();
    /* seek to row no. 400 */
    $stmt->data_seek(399);
    /* fetch values */
    $stmt->fetch();
    printf("City: %s  Countrycode: %s\n", $name, $code);
    /* close statement */
    $stmt->close();
}
/* close connection */
$mysqli->close();
?>
```

**Example 7.83 Procedural style**

```php
<?php
/* Open a connection */
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
```
The mysqli_stmt class

```php
$query = "SELECT Name, CountryCode FROM City ORDER BY Name";
if ($stmt = mysqli_prepare($link, $query)) {
    /* execute query */
    mysqli_stmt_execute($stmt);
    /* bind result variables */
    mysqli_stmt_bind_result($stmt, $name, $code);
    /* store result */
    mysqli_stmt_store_result($stmt);
    /* seek to row no. 400 */
    mysqli_stmt_data_seek($stmt, 399);
    /* fetch values */
    mysqli_stmt_fetch($stmt);
    printf ("City: %s  Countrycode: %s\n", $name, $code);
    /* close statement */
    mysqli_stmt_close($stmt);
}
/* close connection */
mysqli_close($link);
?>
```

The above examples will output:

City: Benin City  Countrycode: NGA

See Also

mysqli_prepare

7.3.9.9 mysqli_stmt::$errno, mysqli_stmt_errno

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- mysqli_stmt::$errno
  
  mysqli_stmt_errno

Returns the error code for the most recent statement call

Description

Object oriented style

```php
int mysqli_stmt->errno ;
```

Procedural style

```php
int mysqli_stmt_errno(
    mysqli_stmt stmt);
```

Returns the error code for the most recently invoked statement function that can succeed or fail.

Client error message numbers are listed in the MySQL errmsg.h header file, server error message numbers are listed in mysqlld_error.h. In the MySQL source distribution you can find a complete list of error messages and error numbers in the file Docs/mysqlld_error.txt.

Parameters

- `stmt`  
  Procedural style only: A statement identifier returned by mysqli_stmt_init.
Return Values

An error code value. Zero means no error occurred.

Examples

Example 7.84 Object oriented style

```php
<?php
/* Open a connection */
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$mysqli->query("CREATE TABLE myCountry LIKE Country");
$mysqli->query("INSERT INTO myCountry SELECT * FROM Country");
$query = "SELECT Name, Code FROM myCountry ORDER BY Name";
if ($stmt = $mysqli->prepare($query)) {
    /* drop table */
    $mysqli->query("DROP TABLE myCountry");
    /* execute query */
    $stmt->execute();
    printf("Error: %d\n", $stmt->errno);
    /* close statement */
    $stmt->close();
}
/* close connection */
$mysqli->close();
?>
```

Example 7.85 Procedural style

```php
<?php
/* Open a connection */
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
mysqli_query($link, "CREATE TABLE myCountry LIKE Country");
mysqli_query($link, "INSERT INTO myCountry SELECT * FROM Country");
$query = "SELECT Name, Code FROM myCountry ORDER BY Name";
if ($stmt = mysqli_prepare($link, $query)) {
    /* drop table */
    mysqli_query($link, "DROP TABLE myCountry");
    /* execute query */
    mysqli_stmt_execute($stmt);
    printf("Error: %d\n", mysqli_stmt_errno($stmt));
    /* close statement */
    mysqli_stmt_close($stmt);
}
/* close connection */
mysqli_close($link);
?>
```

The above examples will output:

Error: 1146.
The mysqli_stmt class

See Also

mysqli_stmt_error
mysqli_stmt_sqlstate

7.3.9.10 mysqli_stmt::$error_list, mysqli_stmt_error_list

Returns a list of errors from the last statement executed

Object oriented style

array
mysqli_stmt->error_list;

Procedural style

array mysqli_stmt_error_list(
mysqli_stmt stmt);

Returns an array of errors for the most recently invoked statement function that can succeed or fail.

Parameters

stmt Procedural style only: A statement identifier returned by mysqli_stmt_init.

Return Values

A list of errors, each as an associative array containing the errno, error, and sqlstate.

Examples

Example 7.86 Object oriented style

```php
<?php
/* Open a connection */
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$mysqli->query("CREATE TABLE myCountry LIKE Country");
$mysqli->query("INSERT INTO myCountry SELECT * FROM Country");
$query = "SELECT Name, Code FROM myCountry ORDER BY Name";
if ($stmt = $mysqli->prepare($query)) {
    /* drop table */
    $mysqli->query("DROP TABLE myCountry");
    /* execute query */
    $stmt->execute();
    echo "Error:\n";
    print_r($stmt->error_list);
```
Example 7.87 Procedural style

```php
<?php
/* Open a connection */
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
  printf("Connect failed: %s\n", mysqli_connect_error());
  exit();
}
mysqli_query($link, "CREATE TABLE myCountry LIKE Country");
mysqli_query($link, "INSERT INTO myCountry SELECT * FROM Country");
$query = "SELECT Name, Code FROM myCountry ORDER BY Name";
if ($stmt = mysqli_prepare($link, $query)) {
  /* drop table */
  mysqli_query($link, "DROP TABLE myCountry");
  /* execute query */
  mysqli_stmt_execute($stmt);
  echo "Error:\n";
  print_r(mysqli_stmt_error_list($stmt));
  /* close statement */
  mysqli_stmt_close($stmt);
}
/* close connection */
mysqli_close($link);
?>
```

The above examples will output:

```
Array
(
    [0] => Array
        (
            [errno] => 1146
            [sqlstate] => 42S02
            [error] => Table 'world.myCountry' doesn't exist
        )
)
```

See Also

- mysqli_stmt_error
- mysqli_stmt_errno
- mysqli_stmt_sqlstate

7.3.9.11 mysqli_stmt::$error, mysqli_stmt_error

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- mysqli_stmt::$error
- mysqli_stmt_error
The mysqli_stmt class

Returns a string description for last statement error

Description

Object oriented style

```php
string
mysqli_stmt->error ;
```

Procedural style

```php
string mysqli_stmt_error(
    mysqli_stmt stmt);
```

Returns a string containing the error message for the most recently invoked statement function that can succeed or fail.

Parameters

`stmt`  
Procedural style only: A statement identifier returned by `mysqli_stmt_init`.

Return Values

A string that describes the error. An empty string if no error occurred.

Examples

**Example 7.88 Object oriented style**

```php
<?php
/* Open a connection */
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$mysqli->query("CREATE TABLE myCountry LIKE Country");
$mysqli->query("INSERT INTO myCountry SELECT * FROM Country");
$query = "SELECT Name, Code FROM myCountry ORDER BY Name";
if ($stmt = $mysqli->prepare($query)) {
    /* drop table */
    $mysqli->query("DROP TABLE myCountry");
    /* execute query */
    $stmt->execute();
    printf("Error: %s.\n", $stmt->error);
    /* close statement */
    $stmt->close();
}
/* close connection */
$mysqli->close();
?>
```

**Example 7.89 Procedural style**

```php
<?php
/* Open a connection */
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
```
The mysqli_stmt class

```php
exit();
}
mysqli_query($link, "CREATE TABLE myCountry LIKE Country");
mysqli_query($link, "INSERT INTO myCountry SELECT * FROM Country");
$query = "SELECT Name, Code FROM myCountry ORDER BY Name";
if ($stmt = mysqli_prepare($link, $query)) {
  /* drop table */
  mysqli_query($link, "DROP TABLE myCountry");
  /* execute query */
  mysqli_stmt_execute($stmt);
  printf("Error: %s\n", mysqli_stmt_error($stmt));
  /* close statement */
  mysqli_stmt_close($stmt);
} /* close connection */
mysqli_close($link);
?>
```

The above examples will output:

```
Error: Table 'world.myCountry' doesn't exist.
```

See Also

mysqli_stmt_errno
mysqli_stmt_sqlstate

7.3.9.12 mysqli_stmt::execute, mysqli_stmt_execute

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- mysqli_stmt::execute
  
  mysqli_stmt_execute

  Executes a prepared statement

Description

Object oriented style

```php
public bool mysqli_stmt::execute();
```

Procedural style

```php
bool mysqli_stmt_execute(
  mysqli_stmt stmt);
```

Executes previously prepared statement. The statement must be successfully prepared prior to execution, using either the mysqli_prepare or mysqli_stmt_prepare function, or by passing the second argument to mysqli_stmt::__construct.

If the statement is UPDATE, DELETE, or INSERT, the total number of affected rows can be determined by using the mysqli_stmt_affected_rows function. Likewise, if the query yields a result set the mysqli_stmt_fetch function is used.

Parameters

- `stmt`  Procedural style only: A statement identifier returned by mysqli_stmt_init.
The mysqli_stmt class

Return Values

Returns `true` on success or `false` on failure.

Examples

Example 7.90 `mysqli_stmt::execute` example

Object oriented style

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
$mysqli->query("CREATE TABLE myCity LIKE City");
/* Prepare an insert statement */
$stmt = $mysqli->prepare("INSERT INTO myCity (Name, CountryCode, District) VALUES (?, ?, ?)");
/* Bind variables to parameters */
$stmt->bind_param("sss", $val1, $val2, $val3);
$val1 = 'Stuttgart';
$val2 = 'DEU';
$val3 = 'Baden-Wuerttemberg';
/* Execute the statement */
$stmt->execute();
$val1 = 'Bordeaux';
$val2 = 'FRA';
$val3 = 'Aquitaine';
/* Execute the statement */
$stmt->execute();
/* retrieve all rows from myCity */
$query = "SELECT Name, CountryCode, District FROM myCity";
$result = $mysqli->query($query);
while ($row = $result->fetch_row()) {
    printf("%s (%s,%s)\n", $row[0], $row[1], $row[2]);
}
/* remove table */
$mysqli->query("DROP TABLE myCity");
```

Procedural style

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
mysqli_query($link, "CREATE TABLE myCity LIKE City");
/* Prepare an insert statement */
$stmt = mysqli_prepare($link, "INSERT INTO myCity (Name, CountryCode, District) VALUES (?, ?, ?)";
/* Bind variables to parameters */
mysqli_stmt_bind_param($stmt, "sss", $val1, $val2, $val3);
$val1 = 'Stuttgart';
$val2 = 'DEU';
$val3 = 'Baden-Wuerttemberg';
/* Execute the statement */
mysqli_stmt_execute($stmt);
$val1 = 'Bordeaux';
$val2 = 'FRA';
$val3 = 'Aquitaine';
/* Execute the statement */
mysqli_stmt_execute($stmt);
/* retrieve all rows from myCity */
$query = "SELECT Name, CountryCode, District FROM myCity";
$result = mysqli_query($link, $query);
while ($row = mysqli_fetch_row($result)) {
    printf("%s (%s,%s)\n", $row[0], $row[1], $row[2]);
}
/* remove table */
mysqli_query($link, "DROP TABLE myCity");
```
The mysqli_stmt class

The above examples will output:

<table>
<thead>
<tr>
<th>Stuttgart</th>
<th>(DEU, Baden-Wuerttemberg)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bordeaux</td>
<td>(FRA, Aquitaine)</td>
</tr>
</tbody>
</table>

See Also

mysqli_prepare
mysqli_stmt_bind_param
mysqli_stmt_get_result

7.3.9.13 mysqli_stmt::fetch, mysqli_stmt_fetch

Fetch results from a prepared statement into the bound variables

Description

Object oriented style

```php
public bool mysqli_stmt::fetch();
```

Procedural style

```php
bool mysqli_stmt_fetch(
mysqli_stmt stmt);
```

Fetch the result from a prepared statement into the variables bound by `mysqli_stmt_bind_result`.

Note

Note that all columns must be bound by the application before calling `mysqli_stmt_fetch`.

Note

Data are transferred unbuffered without calling `mysqli_stmt_store_result` which can decrease performance (but reduces memory cost).

Parameters

`stmt`  
Procedural style only: A statement identifier returned by `mysqli_stmt_init`.

Return Values

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>true</td>
<td>Success. Data has been fetched</td>
</tr>
<tr>
<td>false</td>
<td>Error occurred</td>
</tr>
</tbody>
</table>
### The mysqli_stmt class

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>null</td>
<td>No more rows/data exists or data truncation occurred</td>
</tr>
</tbody>
</table>

### Examples

#### Example 7.91 Object oriented style

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s
", mysqli_connect_error());
    exit();
}
$query = "SELECT Name, CountryCode FROM City ORDER by ID DESC LIMIT 150,5";
if ($stmt = $mysqli->prepare($query)) {
    /* execute statement */
    $stmt->execute();
    /* bind result variables */
    $stmt->bind_result($name, $code);
    /* fetch values */
    while ($stmt->fetch()) {
        printf ("%s (%s)\n", $name, $code);
    }
    /* close statement */
    $stmt->close();
} /* close connection */
$mysqli->close();
?>
```

#### Example 7.92 Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s
", mysqli_connect_error());
    exit();
}
$query = "SELECT Name, CountryCode FROM City ORDER by ID DESC LIMIT 150,5";
if ($stmt = mysqli_prepare($link, $query)) {
    /* execute statement */
    mysqli_stmt_execute($stmt);
    /* bind result variables */
    mysqli_stmt_bind_result($stmt, $name, $code);
    /* fetch values */
    while (mysqli_stmt_fetch($stmt)) {
        printf ("%s (%s)\n", $name, $code);
    }
    /* close statement */
    mysqli_stmt_close($stmt);
} /* close connection */
mysqli_close($link);
?>
```

The above examples will output:

```
Rockford (USA)
```
The mysqli_stmt class

Tallahassee (USA)
Salinas (USA)
Santa Clarita (USA)
Springfield (USA)

See Also

mysqli_prepare
mysqli_stmt_errno
mysqli_stmt_error
mysqli_stmt_bind_result

7.3.9.14 mysqli_stmt::$field_count, mysqli_stmt_field_count

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- mysqli_stmt::$field_count

    mysqli_stmt_field_count

    Returns the number of columns in the given statement

Description

Object oriented style

```php
int mysqli_stmt->field_count;
```

Procedural style

```php
int mysqli_stmt_field_count(
    mysqli_stmt stmt);
```

Returns the number of columns in the prepared statement.

Parameters

- `stmt` Procedural style only: A statement identifier returned by mysqli_stmt_init.

Return Values

Returns an integer representing the number of columns.

Examples

Example 7.93 Object oriented style

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
$code = 'FR';
$stmt = $mysqli->prepare("SELECT Name FROM Country WHERE Code=?");
$stmt->bind_param('s', $code);
$stmt->execute();
$row = $stmt->get_result()->fetch_row();
for ($i = 0; $i < $stmt->field_count; $i++) {
    printf("Value of column number %d is %s", $i, $row[$i]);
}
```
**Example 7.94 Procedural style**

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = mysqli_connect("localhost", "my_user", "my_password", "world");
$code = 'FR';
$stmt = mysqli_prepare($mysqli, "SELECT Name FROM Country WHERE Code=?");
mysqli_stmt_bind_param($stmt, 's', $code);
mysqli_stmt_execute($stmt);
$result = mysqli_stmt_get_result($stmt);
$row = mysqli_fetch_row($result);
for ($i = 0; $i < mysqli_stmt_field_count($stmt); $i++) {
    printf("Value of column number %d is %s", $i, $row[$i]);
}
```

The above examples will output something similar to:

```
Value of column number 0 is France
```

**See Also**

- mysqli_stmt_num_rows
- mysqli_stmt_free_result

### 7.3.9.15 mysqli_stmt::free_result, mysqli_stmt_free_result

Frees stored result memory for the given statement handle

#### Description

**Object oriented style**

```java
public void mysqli_stmt::free_result();
```

**Procedural style**

```c
void mysqli_stmt_free_result(
    mysqli_stmt stmt);
```

Frees the result memory associated with the statement, which was allocated by `mysqli_stmt_store_result`.

#### Parameters

- `stmt`  
  
  Procedural style only: A statement identifier returned by `mysqli_stmt_init`.

#### Return Values

No value is returned.
See Also

mysqli_stmt_store_result

7.3.9.16 mysqli_stmt::get_result, mysqli_stmt_get_result

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- mysqli_stmt::get_result
  
mysqli_stmt_get_result

Gets a result set from a prepared statement

Description

Object oriented style

```php
public mysqli_result mysqli_stmt::get_result();
```

Procedural style

```php
mysqli_result mysqli_stmt_get_result(
    mysqli_stmt stmt);
```

Call to return a result set from a prepared statement query.

Parameters

- **stmt**
  
Procedural style only: A statement identifier returned by mysqli_stmt_init.

Return Values

Returns false on failure. For successful queries which produce a result set, such as SELECT, SHOW, DESCRIBE or EXPLAIN, mysqli_stmt_get_result will return a mysqli_result object. For other successful queries, mysqli_stmt_get_result will return false. The mysqli_stmt_errno function can be used to distinguish between the two reasons for false; due to a bug, prior to PHP 7.4.13, mysqli_errno had to be used for this purpose.

MySQL Native Driver Only

Available only with mysqli.

Examples

**Example 7.95 Object oriented style**

```php
<?php
    $mysqli = new mysqli("127.0.0.1", "user", "password", "world");
    if($mysqli->connect_error)
    {
        die("$mysqli->connect_errno: $mysqli->connect_error");
    }
    $query = "SELECT Name, Population, Continent FROM Country WHERE Continent=? ORDER BY Name LIMIT 1";
    $stmt = $mysqli->stmt_init();
    if(!$stmt->prepare($query))
    {
        print "Failed to prepare statement\n";
    }
```
$stmt->bind_param("s", $continent);
$continent_array = array('Europe', 'Africa', 'Asia', 'North America');
foreach($continent_array as $continent)
{
    $stmt->execute();
    $result = $stmt->get_result();
    while ($row = $result->fetch_array(MYSQLI_NUM))
    {
        foreach ($row as $r)
        {
            print "$r 
        }
    }
}$stmt->close();
$mysqli->close();

Example 7.96 Procedural style

<?php
$link = mysqli_connect("127.0.0.1", "user", "password", "world");
if (!$link)
{
    $error = mysqli_connect_error();
    $errno = mysqli_connect_errno();
    print "$errno: $error
    exit();
}
$query = "SELECT Name, Population, Continent FROM Country WHERE Continent=? ORDER BY Name LIMIT 1";
$stmt = mysqli_stmt_init($link);
if(!mysqli_stmt_prepare($stmt, $query))
{
    print "Failed to prepare statement\n";
} else
{
    mysqli_stmt_bind_param($stmt, "s", $continent);
    $continent_array = array('Europe', 'Africa', 'Asia', 'North America');
    foreach($continent_array as $continent)
    {
        mysqli_stmt_execute($stmt);
        $result = mysqli_stmt_get_result($stmt);
        while ($row = mysqli_fetch_array($result, MYSQLI_NUM))
        {
            foreach ($row as $r)
            {
                print "$r 
            }
        }
    }
    mysqli_stmt_close($stmt);
    mysqli_close($link);
}?>

The above examples will output:

Albania 3401200 Europe
Algeria 31471000 Africa
Afghanistan 22720000 Asia
Anguilla 8000 North America

The mysqli_stmt class
The mysqli_stmt class

See Also

mysqli_prepare
mysqli_stmt_result_metadata
mysqli_stmt_fetch
mysqli_fetch_array
mysqli_stmt_store_result
mysqli_errno

7.3.9.17 mysqli_stmt::get_warnings, mysqli_stmt_get_warnings

Get result of SHOW WARNINGS

Description

Object oriented style

```
public object mysqli_stmt::get_warnings();
```

Procedural style

```
object mysqli_stmt_get_warnings(
    mysqli_stmt stmt);
```

Warning

This function is currently not documented; only its argument list is available.

7.3.9.18 mysqli_stmt::$insert_id, mysqli_stmt_insert_id

Get the ID generated from the previous INSERT operation

Description

Object oriented style

```
int
    mysqli_stmt->insert_id ;
```

Procedural style

```
mixed mysqli_stmt_insert_id(
    mysqli_stmt stmt);
```

Warning

This function is currently not documented; only its argument list is available.

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### mysqli_stmt::more_results, mysqli_stmt_more_results

**Description**

Object oriented style

```php
public bool mysqli_stmt::more_results();
```

Procedural style:

```php
bool mysqli_stmt_more_results(
    mysql_stmt stmt);
```

Checks if there are more query results from a multiple query.

**Parameters**

- **stmt**
  
  Procedural style only: A statement identifier returned by `mysqli_stmt_init`.

**Return Values**

Returns `true` if more results exist, otherwise `false`.

**MySQL Native Driver Only**

Available only with `mysqli`.

**See Also**

- `mysqli_stmt::next_result`
- `mysqli::multi_query`

### mysqli_stmt::next_result, mysqli_stmt_next_result

**Description**

Object oriented style

```php
public bool mysqli_stmt::next_result();
```

Procedural style:

```php
bool mysqli_stmt_next_result(
    mysql_stmt stmt);
```

Reads the next result from a multiple query.

**See Also**

- `mysqli_stmt::next_result`
- `mysqli::multi_query`
The mysqli_stmt class

Reads the next result from a multiple query.

Parameters

stmt

Procedural style only: A statement identifier returned by mysqli_stmt_init.

Return Values

Returns true on success or false on failure.

Errors/Exceptions

Emits an E_STRICT level error if a result set does not exist, and suggests using mysqli_stmt::more_results in these cases, before calling mysqli_stmt::next_result.

MySQL Native Driver Only

Available only with mysqli.

See Also

mysqli_stmt::more_results
mysqli::multi_query

7.3.9.21 mysqli_stmt::$num_rows, mysqli_stmt::num_rows, mysqli_stmt_num_rows

Return the number of rows in statements result set

Description

Object oriented style

```php
int mysqli_stmt->num_rows;

public int mysqli_stmt::num_rows();
```

Procedural style

```c
int mysqli_stmt_num_rows(
    mysqli_stmt stmt);
```

Returns the number of rows in the result set. The use of mysqli_stmt_num_rows depends on whether or not you used mysqli_stmt_store_result to buffer the entire result set in the statement handle.

If you use mysqli_stmt_store_result, mysqli_stmt_num_rows may be called immediately.

Parameters

stmt

Procedural style only: A statement identifier returned by mysqli_stmt_init.
The mysqli_stmt class

Return Values

An integer representing the number of rows in result set.

Examples

Example 7.97 Object oriented style

```php
<?php
/* Open a connection */
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$query = "SELECT Name, CountryCode FROM City ORDER BY Name LIMIT 20";
if ($stmt = $mysqli->prepare($query)) {
    /* execute query */
    $stmt->execute();
    /* store result */
    $stmt->store_result();
    printf("Number of rows: %d\n", $stmt->num_rows);
    /* close statement */
    $stmt->close();
}
/* close connection */
$mysqli->close();
?>
```

Example 7.98 Procedural style

```php
<?php
/* Open a connection */
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$query = "SELECT Name, CountryCode FROM City ORDER BY Name LIMIT 20";
if ($stmt = mysqli_prepare($link, $query)) {
    /* execute query */
    mysqli_stmt_execute($stmt);
    /* store result */
    mysqli_stmt_store_result($stmt);
    printf("Number of rows: %d\n", mysqli_stmt_num_rows($stmt));
    /* close statement */
    mysqli_stmt_close($stmt);
}
/* close connection */
mysqli_close($link);
?>
```

The above examples will output:

Number of rows: 20.

See Also

mysqli_stmt_affected_rows
### mysqli_stmt::$param_count, mysqli_stmt_param_count

**Description**

Returns the number of parameters for the given statement.

**Object oriented style**

```php
int mysqli_stmt->param_count ;
```

**Procedural style**

```php
int mysqli_stmt_param_count(
    mysqli_stmt stmt);
```

Returns the number of parameter markers present in the prepared statement.

**Parameters**

- `stmt` (Procedural style only): A statement identifier returned by `mysqli_stmt_init`.

**Return Values**

Returns an integer representing the number of parameters.

**Examples**

**Example 7.99 Object oriented style**

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
if ($stmt = $mysqli->prepare("SELECT Name FROM Country WHERE Name=? OR Code=?")) {
    $marker = $stmt->param_count;
    printf("Statement has %d markers.\n", $marker);
    /* close statement */
    $stmt->close();
} /* close connection */
$mysqli->close();
?>
```

**Example 7.100 Procedural style**

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
```
The mysqli_stmt class

```php
if (mysqli_connect_errno()) {
    printf("Connect failed: \n", mysqli_connect_error());
    exit();
}
if ($stmt = mysqli_prepare($link, "SELECT Name FROM Country WHERE Name=? OR Code=?")) {
    $marker = mysqli_stmt_param_count($stmt);
    printf("Statement has %d markers.\n", $marker);
    /* close statement */
    mysqli_stmt_close($stmt);
} /* close connection */
mysqli_close($link);
?>
```

The above examples will output:

Statement has 2 markers.

See Also

mysqli_prepare

7.3.9.23 mysqli_stmt::prepare, mysqli_stmt_prepare

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- mysqli_stmt::prepare
  - mysqli_stmt_prepare

Prepares an SQL statement for execution

Description

Object oriented style

```php
public bool mysqli_stmt::prepare(
  string query);
```

Procedural style

```php
bool mysqli_stmt_prepare(
  mysqli_stmt stmt,
  string query);
```

Prepares a statement for execution. The query must consist of a single SQL statement.

The statement template can contain zero or more question mark (?) parameter markers—
also called placeholders. The parameter markers must be bound to application variables using
mysqli_stmt_bind_param before executing the statement.

Note

In the case where you pass a statement to mysqli_stmt_prepare that is
longer than max_allowed_packet of the server, the returned error codes are
different depending on whether you are using MySQL Native Driver (mysqli)
or MySQL Client Library (libmysqld). The behavior is as follows:

- mysqli on Linux returns an error code of 1153. The error message means
  "got a packet bigger than max_allowed_packet bytes".)
The mysqli_stmt class

- **mysqliнд** on Windows returns an error code 2006. This error message means “server has gone away”.
- **libmysqldclient** on all platforms returns an error code 2006. This error message means “server has gone away”.

### Parameters

- **stmt**
  Procedural style only: A statement identifier returned by `mysqli_stmt_init`.

- **query**
  The query, as a string. It must consist of a single SQL statement.

  The SQL statement may contain zero or more parameter markers represented by question mark (?) characters at the appropriate positions.

### Note

The markers are legal only in certain places in SQL statements. For example, they are permitted in the `VALUES()` list of an `INSERT` statement (to specify column values for a row), or in a comparison with a column in a `WHERE` clause to specify a comparison value.

However, they are not permitted for identifiers (such as table or column names), or to specify both operands of a binary operator such as the `=` equal sign. The latter restriction is necessary because it would be impossible to determine the parameter type. In general, parameters are legal only in Data Manipulation Language (DML) statements, and not in Data Definition Language (DDL) statements.

### Return Values

Returns `true` on success or `false` on failure.

### Examples

#### Example 7.101 mysqli_stmt::prepare example

Object oriented style

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
$city = "Amersfoort";
/* create a prepared statement */
$stmt = $mysqli->stmt_init();
$stmt->prepare("SELECT District FROM City WHERE Name=?");
/* bind parameters for markers */
$stmt->bind_param("s", $city);
/* execute query */
$stmt->execute();
/* bind result variables */
$stmt->bind_result($district);
/* fetch value */
```
$stmt->fetch();
printf("%s is in district %s\n", $city, $district);

Procedural style

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
$city = "Amersfoort";
/* create a prepared statement */
$fn = mysqli_stmt_init($link);
mysqli_stmt_prepare($fn, "SELECT District FROM City WHERE Name=?");
/* bind parameters for markers */
mysqli_stmt_bind_param($fn, "s", $city);
/* execute query */
mysqli_stmt_execute($fn);
/* bind result variables */
mysqli_stmt_bind_result($fn, $district);
/* fetch value */
mysqli_stmt_fetch($fn);
printf("%s is in district %s\n", $city, $district);
```

The above examples will output:

Amersfoort is in district Utrecht

See Also

- mysqli_stmt_init
- mysqli_stmt_execute
- mysqli_stmt_fetch
- mysqli_stmt_bind_param
- mysqli_stmt_bind_result
- mysqli_stmt_get_result
- mysqli_stmt_close

7.3.9.24 mysqli_stmt::reset, mysqli_stmt_reset

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- mysqli_stmt::reset

    mysqli_stmt_reset

    Resets a prepared statement

Description

Object oriented style

```php
public bool mysqli_stmt::reset();
```

Procedural style

```php
bool mysqli_stmt_reset(
    mysqli_stmt stmt);
```

Resets a prepared statement on client and server to state after prepare.
It resets the statement on the server, data sent using `mysqli_stmt_send_long_data`, unbuffered result sets and current errors. It does not clear bindings or stored result sets. Stored result sets will be cleared when executing the prepared statement (or closing it).

To prepare a statement with another query use function `mysqli_stmt_prepare`.

**Parameters**

`stmt`  
Procedural style only: A statement identifier returned by `mysqli_stmt_init`.

**Return Values**

Returns `true` on success or `false` on failure.

**See Also**

`mysqli_prepare`

7.3.9.25 `mysqli_stmt::result_metadata`, `mysqli_stmt_result_metadata`

**Description**

Object oriented style

```php
public mysqli_result mysqli_stmt::result_metadata();
```

Procedural style

```php
mysqli_result mysqli_stmt_result_metadata(
    mysqli_stmt stmt);
```

If a statement passed to `mysqli_prepare` is one that produces a result set, `mysqli_stmt_result_metadata` returns the result object that can be used to process the metadata information such as total number of fields and individual field information.

**Note**

This result set pointer can be passed as an argument to any of the field-based functions that process result set metadata, such as:

- `mysqli_num_fields`
- `mysqli_fetch_field`
- `mysqli_fetch_field_direct`
- `mysqli_fetch_fields`
- `mysqli_field_count`
- `mysqli_field_seek`
- `mysqli_field_tell`
The mysqli_stmt class

• mysqli_free_result

The result set structure should be freed when you are done with it, which you can do by passing it to mysqli_free_result

Note

The result set returned by mysqli_stmt_result_metadata contains only metadata. It does not contain any row results. The rows are obtained by using the statement handle with mysqli_stmt_fetch.

Parameters

stmt

Procedural style only: A statement identifier returned by mysqli_stmt_init.

Return Values

Returns a result object or false if an error occurred.

Examples

Example 7.102 Object oriented style

```php
<?php
mysqli = new mysqli("localhost", "my_user", "my_password", "test");
(mysqli_query("DROP TABLE IF EXISTS friends");
(mysqli_query("CREATE TABLE friends (id int, name varchar(20))");
(mysqli_query("INSERT INTO friends VALUES (1,'Hartmut'), (2, 'Ulf')");
$stmt = $mysqli->prepare("SELECT id, name FROM friends");
$stmt->execute();
/* get resultset for metadata */
$result = $stmt->result_metadata();
/* retrieve field information from metadata result set */
$field = $result->fetch_field();
printf("Fieldname: %s
", $field->name);
/* close resultset */
$result->close();
/* close connection */
mysqli->close();
?>
```

Example 7.103 Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "test");
mysqli_query($link, "DROP TABLE IF EXISTS friends");
mysqli_query($link, "CREATE TABLE friends (id int, name varchar(20))");
(mysqli_query($link, "INSERT INTO friends VALUES (1,'Hartmut'), (2, 'Ulf')");
$stmt = mysqli_prepare($link, "SELECT id, name FROM friends");
mysqli_stmt_execute($stmt);
/* get resultset for metadata */
$result = mysqli_stmt_result_metadata($stmt);
/* retrieve field information from metadata result set */
$field = mysqli_fetch_field($result);
printf("Fieldname: %s
", $field->name);
/* close resultset */
mysqli_free_result($result);
/* close connection */
mysqli_close($link);
?>
```
The mysqli_stmt class

See Also

mysqli_prepare
mysqli_free_result

7.3.9.26 mysqli_stmt::send_long_data, mysqli_stmt_send_long_data

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- mysqli_stmt::send_long_data
- mysqli_stmt_send_long_data

Send data in blocks

Description

Object oriented style

```php
public bool mysqli_stmt::send_long_data(
    int param_nr,
    string data);
```

Procedural style

```php
bool mysqli_stmt_send_long_data(
    mysqli_stmt stmt,
    int param_nr,
    string data);
```

Allows to send parameter data to the server in pieces (or chunks), e.g. if the size of a blob exceeds the size of `max_allowed_packet`. This function can be called multiple times to send the parts of a character or binary data value for a column, which must be one of the TEXT or BLOB datatypes.

Parameters

- **stmt**
  Procedural style only: A statement identifier returned by `mysqli_stmt_init`.
- **param_nr**
  Indicates which parameter to associate the data with. Parameters are numbered beginning with 0.
- **data**
  A string containing data to be sent.

Return Values

Returns `true` on success or `false` on failure.

Examples

**Example 7.104 Object oriented style**

```php
<?php
$stmt = $mysqli->prepare("INSERT INTO messages (message) VALUES (?)");
$null = NULL;
$stmt->bind_param("b", $null);
$fp = fopen("messages.txt", "r");
while (!feof($fp)) {
    $stmt->send_long_data(0, fread($fp, 8192));
}
fclose($fp);
```
See Also

mysqli_prepare
mysqli_stmt_bind_param

7.3.9.27 mysqli_stmt::$sqlstate, mysqli_stmt_sqlstate

Returns SQLSTATE error from previous statement operation

Description

Object oriented style

```
string
mysqli_stmt->sqlstate ;
```

Procedural style

```
string mysqli_stmt_sqlstate(
    mysqli_stmt stmt);
```

Returns a string containing the SQLSTATE error code for the most recently invoked prepared statement function that can succeed or fail. The error code consists of five characters. '00000' means no error. The values are specified by ANSI SQL and ODBC. For a list of possible values, see http://dev.mysql.com/doc/mysql/en/error-handling.html.

Parameters

`stmt`  
Procedural style only: A statement identifier returned by mysqli_stmt_init.

Return Values

Returns a string containing the SQLSTATE error code for the last error. The error code consists of five characters. '00000' means no error.

Notes

Note

Note that not all MySQL errors are yet mapped to SQLSTATE's. The value HY000 (general error) is used for unmapped errors.

Examples

Example 7.105 Object oriented style

```
<?php
/* Open a connection */
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
```
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}

$mysqli->query("CREATE TABLE myCountry LIKE Country");
$mysqli->query("INSERT INTO myCountry SELECT * FROM Country");
$query = "SELECT Name, Code FROM myCountry ORDER BY Name";
if ($stmt = $mysqli->prepare($query)) {
    /* drop table */
    $mysqli->query("DROP TABLE myCountry");
    /* execute query */
    $stmt->execute();
    printf("Error: %s\n", $stmt->sqlstate);
    /* close statement */
    $stmt->close();
}
/* close connection */
$mysqli->close();
?>

Example 7.106 Procedural style

<?php
/* Open a connection */
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}

mysqli_query($link, "CREATE TABLE myCountry LIKE Country");
mysqli_query($link, "INSERT INTO myCountry SELECT * FROM Country");
$query = "SELECT Name, Code FROM myCountry ORDER BY Name";
if ($stmt = mysqli_prepare($link, $query)) {
    /* drop table */
    mysqli_query($link, "DROP TABLE myCountry");
    /* execute query */
    mysqli_stmt_execute($stmt);
    printf("Error: %s\n", mysqli_stmt_sqlstate($stmt));
    /* close statement */
    mysqli_stmt_close($stmt);
}
/* close connection */
mysqli_close($link);
?>

The above examples will output:

Error: 42S02.

See Also

mysqli_stmt_errno
mysqli_stmt_error

7.3.9.28 mysqli_stmt::store_result, mysqli_stmt_store_result

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• mysqli_stmt::store_result
The mysqli_stmt class

**mysqli_stmt_store_result**

Transfers a result set from a prepared statement

**Description**

Object oriented style

```
public bool mysqli_stmt::store_result();
```

Procedural style

```
bool mysqli_stmt_store_result(
    mysqli_stmt stmt);
```

You must call `mysqli_stmt_store_result` for every query that successfully produces a result set (`SELECT`, `SHOW`, `DESCRIBE`, `EXPLAIN`), if and only if you want to buffer the complete result set by the client, so that the subsequent `mysqli_stmt_fetch` call returns buffered data.

**Note**

It is unnecessary to call `mysqli_stmt_store_result` for other queries, but if you do, it will not harm or cause any notable performance loss in all cases. You can detect whether the query produced a result set by checking if `mysqli_stmt_result_metadata` returns `false`.

**Parameters**

`stmt`  
Procedural style only: A statement identifier returned by `mysqli_stmt_init`.

**Return Values**

Returns `true` on success or `false` on failure.

**Examples**

**Example 7.107 Object oriented style**

```php
<?php
/* Open a connection */
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$query = "SELECT Name, CountryCode FROM City ORDER BY Name LIMIT 20";
if ($stmt = $mysqli->prepare($query)) {
    /* execute query */
    $stmt->execute();
    /* store result */
    $stmt->store_result();
    printf("Number of rows: %d\n", $stmt->num_rows);
    /* free result */
    $stmt->free_result();
    /* close statement */
    $stmt->close();
} /* close connection */
$mysqli->close();
?>
```
Example 7.108 Procedural style

```php
<?php
/* Open a connection */
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {  
    printf("Connect failed: %s\n", mysqli_connect_error());  
    exit();  
}
$query = "SELECT Name, CountryCode FROM City ORDER BY Name LIMIT 20";
if ($stmt = mysqli_prepare($link, $query)) {
    /* execute query */
    mysqli_stmt_execute($stmt);
    /* store result */
    mysqli_stmt_store_result($stmt);
    printf("Number of rows: %d.\n", mysqli_stmt_num_rows($stmt));
    /* free result */
    mysqli_stmt_free_result($stmt);
    /* close statement */
    mysqli_stmt_close($stmt);
}  
/* close connection */
mysqli_close($link);
?>
```

The above examples will output:

```
Number of rows: 20.
```

See Also

- [mysqli_prepare](https://www.php.net/mysqli_prepare)
- [mysqli_stmt_store_result](https://www.php.net/mysqli_stmt_store_result)
- [mysqli_stmt_free_result](https://www.php.net/mysqli_stmt_free_result)

7.3.10 The mysqli_result class

```
mysqli_result {
    mysqli_result
        Traversable
        Properties
        int
            mysqli_result->current_field ;
        int
            mysqli_result->field_count ;
        array
            mysqli_result->lengths ;
        int
```

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Represents the result set obtained from a query against the database.
The mysqli_result class

```php
mysqli_result->num_rows;

Methods

public bool mysqli_result::data_seek(
    int offset);

public mixed mysqli_result::fetch_all(
    int resulttype
    = MYSQLI_NUM);

public mixed mysqli_result::fetch_array(
    int resulttype
    = MYSQLI_BOTH);

public array mysqli_result::fetch_assoc();

public object mysqli_result::fetch_field_direct(
    int fieldnr);

public object mysqli_result::fetch_field();

public array mysqli_result::fetch_fields();

public object mysqli_result::fetch_object(
    string class_name
    = "stdClass",
    array params);

public mixed mysqli_result::fetch_row();

public bool mysqli_result::field_seek(
    int fieldnr);

public void mysqli_result::free();

public void mysqli_result::close();

public void mysqli_result::free_result();
```
The `mysqli_result` class

**Parameters**

`result`  
Procedural style only: A result set identifier returned by `mysqli_query`, `mysqli_store_result` or `mysqli_use_result`.

**Return Values**

Returns current offset of field cursor.

**Examples**

### Example 7.109 Object oriented style

```php
<?php
    $mysqli = new mysqli("localhost", "my_user", "my_password", "world");
    /* check connection */
    if (mysqli_connect_errno()) {
        printf("Connect failed: %s\n", mysqli_connect_error());
        exit();
    }
    $query = "SELECT Name, SurfaceArea from Country ORDER BY Code LIMIT 5";
    if ($result = $mysqli->query($query)) {
        /* Get field information for all columns */
        while ($finfo = $result->fetch_field()) {
            /* get field pointer offset */
            $currentfield = $result->current_field;
            printf("Column %d: \n", $currentfield);
            printf("Name:     %s\n", $finfo->name);
            printf("Table:    %s\n", $finfo->table);
            printf("max. Len: %d\n", $finfo->max_length);
            printf("Flags:    %d\n", $finfo->flags);
            printf("Type:     %d\n", $finfo->type);
        }
        $result->close();
    }
    /* close connection */
    $mysqli->close();
?>
```

### Example 7.110 Procedural style

```php
<?php
    $link = mysqli_connect("localhost", "my_user", "my_password", "world");
    /* check connection */
    if (mysqli_connect_errno()) {
        printf("Connect failed: %s\n", mysqli_connect_error());
        exit();
    }
    $query = "SELECT Name, SurfaceArea from Country ORDER BY Code LIMIT 5";
    if ($result = mysqli_query($link, $query)) {
        /* Get field information for all fields */
        while ($finfo = mysqli_fetch_field($result)) {
            /* get field pointer offset */
            $currentfield = mysqli_field_tell($result);
            printf("Column %d: \n", $currentfield);
            printf("Name:     %s\n", $finfo->name);
            printf("Table:    %s\n", $finfo->table);
            printf("max. Len: %d\n", $finfo->max_length);
            printf("Flags:    %d\n", $finfo->flags);
            printf("Type:     %d\n", $finfo->type);
        }
        mysqli_free_result($result);
    }
    /* close connection */
    mysqli_close($link);
?>
```
The mysqli_result class

The above examples will output:

<table>
<thead>
<tr>
<th>Column 1:</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Name:</td>
<td>Name</td>
<td></td>
</tr>
<tr>
<td>Table:</td>
<td>Country</td>
<td></td>
</tr>
<tr>
<td>max. Len:</td>
<td>11</td>
<td></td>
</tr>
<tr>
<td>Flags:</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Type:</td>
<td>254</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Column 2:</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Name:</td>
<td>SurfaceArea</td>
<td></td>
</tr>
<tr>
<td>Table:</td>
<td>Country</td>
<td></td>
</tr>
<tr>
<td>max. Len:</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Flags:</td>
<td>32769</td>
<td></td>
</tr>
<tr>
<td>Type:</td>
<td>4</td>
<td></td>
</tr>
</tbody>
</table>

See Also

mysqli_fetch_field
mysqli_field_seek

7.3.10.2 mysqli_result::data_seek, mysqli_data_seek

The mysqli_data_seek function seeks to an arbitrary result pointer specified by the offset in the result set.

Object oriented style

```php
public bool mysqli_result::data_seek(
    int offset);
```

Procedural style

```php
bool mysqli_data_seek(
    mysqli_result result,
    int offset);
```

### Parameters

- **result**
  Procedural style only: A result set identifier returned by mysqli_query, mysqli_store_result or mysqli_use_result.

- **offset**
  The field offset. Must be between zero and the total number of rows minus one (0..mysqli_num_rows - 1).

### Return Values

Returns **true** on success or **false** on failure.
The mysqli_result class

Notes

Note
This function can only be used with buffered results attained from the use of the mysqli_store_result or mysqli_query functions.

Examples

Example 7.111 Object oriented style

```php
<?php
/* Open a connection */
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$query = "SELECT Name, CountryCode FROM City ORDER BY Name";
if ($result = $mysqli->query($query)) {
    /* seek to row no. 400 */
    $result->data_seek(399);
    /* fetch row */
    $row = $result->fetch_row();
    printf("City: %s  Countrycode: %s\n", $row[0], $row[1]);
    /* free result set*/
    $result->close();
} /* close connection */
$mysqli->close();
?>
```

Example 7.112 Procedural style

```php
<?php
/* Open a connection */
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (!$link) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$query = "SELECT Name, CountryCode FROM City ORDER BY Name";
if ($result = mysqli_query($link, $query)) {
    /* seek to row no. 400 */
    mysqli_data_seek($result, 399);
    /* fetch row */
    $row = mysqli_fetch_row($result);
    printf("City: %s  Countrycode: %s\n", $row[0], $row[1]);
    /* free result set*/
    mysqli_free_result($result);
} /* close connection */
mysqli_close($link);
?>
```

The above examples will output:

City: Benin City  Countrycode: NGA
7.3.10.3 `mysqli_result::fetch_all`, `mysqli_fetch_all`

Fetches all result rows as an associative array, a numeric array, or both.

Description

**Object oriented style**

```php
public mixed mysqli_result::fetch_all(
    int resulttype = MYSQLI_NUM);
```

**Procedural style**

```php
mixed mysqli_fetch_all(
    mysqli_result result,
    int resulttype = MYSQLI_NUM);
```

`mysqli_fetch_all` fetches all result rows and returns the result set as an associative array, a numeric array, or both.

**Parameters**

- `result`  
  Procedural style only: A result set identifier returned by `mysqli_query`, `mysqli_store_result` or `mysqli_use_result`.

- `resulttype`  
  This optional parameter is a constant indicating what type of array should be produced from the current row data. The possible values for this parameter are the constants `MYSQLI_ASSOC`, `MYSQLI_NUM`, or `MYSQLI_BOTH`.

**Return Values**

Returns an array of associative or numeric arrays holding result rows.

MySQL Native Driver Only

Available only with `mysqlnd`.

As `mysqli_fetch_all` returns all the rows as an array in a single step, it may consume more memory than some similar functions such as `mysqli_fetch_array`, which only returns one row at
The mysqli_result class

a time from the result set. Further, if you need to iterate over the result set, you will need a looping
construct that will further impact performance. For these reasons mysqli_fetch_all should only be
used in those situations where the fetched result set will be sent to another layer for processing.

See Also

mysqli_fetch_array
mysqli_query

7.3.10.4 mysqli_result::fetch_array, mysqli_fetch_array

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• mysqli_result::fetch_array

mysqli_fetch_array

Fetch a result row as an associative, a numeric array, or both

Description

Object oriented style

```php
public mixed mysqli_result::fetch_array(
    int resulttype = MYSQLI_BOTH);
```

Procedural style

```php
mixed mysqli_fetch_array(
    mysqli_result result, 
    int resulttype = MYSQLI_BOTH);
```

Returns an array that corresponds to the fetched row or null if there are no more rows for the result
set.

In addition to storing the data in the numeric indices of the result array, this function can also store the
data in associative indices by using the field names of the result set as keys.

### Note

Field names returned by this function are case-sensitive.

### Note

This function sets NULL fields to the PHP null value.

If two or more columns of the result have the same field names, the last column will take precedence
and overwrite the earlier data. In order to access multiple columns with the same name, the numerically
indexed version of the row must be used.

Parameters

- **result**
  
  Procedural style only: A result set identifier returned by mysqli_query, mysqli_store_result or
  mysqli_use_result.

- **resulttype**
  
  This optional parameter is a constant indicating what type of array
  should be produced from the current row data. The possible values
  for this parameter are the constants MYSQLI_ASSOC, MYSQLI_NUM, or MYSQLI_BOTH.
The mysqli_result class

By using the MYSQLI_ASSOC constant this function will behave identically to the mysqli_fetch_assoc, while MYSQLI_NUM will behave identically to the mysqli_fetch_row function. The final option MYSQLI_BOTH will create a single array with the attributes of both.

Return Values

Returns an array of values that corresponds to the fetched row or null if there are no more rows in result set.

Examples

Example 7.113 mysqli_result::fetch_array example

Object oriented style

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
$query = "SELECT Name, CountryCode FROM City ORDER BY ID LIMIT 3";
$result = $mysqli->query($query);
/* numeric array */
$row = $result->fetch_array(MYSQLI_NUM);
printf("%s (%s)\n", $row[0], $row[1]);
/* associative array */
$row = $result->fetch_array(MYSQLI_ASSOC);
printf("%s (%s)\n", $row["Name"], $row["CountryCode"]);
/* associative and numeric array */
$row = $result->fetch_array(MYSQLI_BOTH);
printf("%s (%s)\n", $row[0], $row["CountryCode"]);
```

Procedural style

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = mysqli_connect("localhost", "my_user", "my_password", "world");
$query = "SELECT Name, CountryCode FROM City ORDER by ID LIMIT 3";
$result = mysqli_query($mysqli, $query);
/* numeric array */
$row = mysqli_fetch_array($result, MYSQLI_NUM);
printf("%s (%s)\n", $row[0], $row[1]);
/* associative array */
$row = mysqli_fetch_array($result, MYSQLI_ASSOC);
printf("%s (%s)\n", $row["Name"], $row["CountryCode"]);
/* associative and numeric array */
$row = mysqli_fetch_array($result, MYSQLI_BOTH);
printf("%s (%s)\n", $row[0], $row["CountryCode"]);
```

The above examples will output something similar to:

Kabul (AFG)
Qandahar (AFG)
Herat (AFG)

See Also

mysqli_fetch_assoc
7.3.10.5 mysqli_result::fetch_assoc, mysqli_fetch_assoc

Fetch a result row as an associative array

Description

Object oriented style

```php
public array mysqli_result::fetch_assoc();
```

Procedural style

```php
array mysqli_fetch_assoc(
    mysqli_result result);
```

Returns an associative array that corresponds to the fetched row or `null` if there are no more rows.

**Note**

Field names returned by this function are *case-sensitive*.

**Note**

This function sets NULL fields to the PHP `null` value.

Parameters

- `result`  
  Procedural style only: A result set identifier returned by `mysqli_query`, `mysqli_store_result` or `mysqli_use_result`.

Return Values

Returns an associative array of values representing the fetched row in the result set, where each key in the array represents the name of one of the result set’s columns or `null` if there are no more rows in result set.

If two or more columns of the result have the same field names, the last column will take precedence. To access the other column(s) of the same name, you either need to access the result with numeric indices by using `mysqli_fetch_row` or add alias names.

Examples

**Example 7.114 mysqli_result::fetch_assoc example**

Object oriented style

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);

$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
```
$query = "SELECT Name, CountryCode FROM City ORDER BY ID DESC";
$result = $mysqli->query($query);
/* fetch associative array */
while ($row = $result->fetch_assoc()) {
    printf("%s (%s)\n", $row["Name"], $row["CountryCode"]);
}

Procedural style

```php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = mysqli_connect("localhost", "my_user", "my_password", "world");
$query = "SELECT Name, CountryCode FROM City ORDER BY ID DESC";
$result = mysqli_query($mysqli, $query);
/* fetch associative array */
while ($row = mysqli_fetch_assoc($result)) {
    printf("%s (%s)\n", $row["Name"], $row["CountryCode"]);
}
```

The above examples will output something similar to:

Pueblo (USA)
Arvada (USA)
Cape Coral (USA)
Green Bay (USA)
Santa Clara (USA)

Example 7.115 Comparison of `mysqli_result` iterator and `mysqli_result::fetch_assoc` usage

`mysqli_result` can be iterated using `foreach`. The result set will always be iterated from the first row, regardless of the current position.

```php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
$query = 'SELECT Name, CountryCode FROM City ORDER BY ID DESC';
// Using iterators
$result = $mysqli->query($query);
foreach ($result as $row) {
    printf("%s (%s)\n", $row["Name"], $row["CountryCode"]);
}
echo "\n==================\n";
// Not using iterators
$result = $mysqli->query($query);
while ($row = $result->fetch_assoc()) {
    printf("%s (%s)\n", $row["Name"], $row["CountryCode"]);
}
```

The above example will output something similar to:

Pueblo (USA)
Arvada (USA)
Cape Coral (USA)
Green Bay (USA)
Santa Clara (USA)
==================
Pueblo (USA)
See Also

mysqli_fetch_array
mysqli_fetch_row
mysqli_fetch_object
mysqli_query
mysqli_data_seek

7.3.10.6 mysqli_result::fetch_field_direct, mysqli_fetch_field_direct

Fetch meta-data for a single field

Description

Object oriented style

```php
public object mysqli_result::fetch_field_direct(
  int fieldnr);
```

Procedural style

```php
object mysqli_fetch_field_direct(
  mysqli_result result,
  int fieldnr);
```

Returns an object which contains field definition information from the specified result set.

Parameters

- **result**
  - Procedural style only: A result set identifier returned by mysqli_query, mysqli_store_result or mysqli_use_result.
- **fieldnr**
  - The field number. This value must be in the range from 0 to number of fields - 1.

Return Values

Returns an object which contains field definition information or false if no field information for specified fieldnr is available.

Table 7.16 Object attributes

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>name</td>
<td>The name of the column</td>
</tr>
<tr>
<td>orgname</td>
<td>Original column name if an alias was specified</td>
</tr>
<tr>
<td>table</td>
<td>The name of the table this field belongs to (if not calculated)</td>
</tr>
</tbody>
</table>
The mysqli_result class

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>orgtable</td>
<td>Original table name if an alias was specified</td>
</tr>
<tr>
<td>def</td>
<td>The default value for this field, represented as a string</td>
</tr>
<tr>
<td>max_length</td>
<td>The maximum width of the field for the result set.</td>
</tr>
<tr>
<td>length</td>
<td>The width of the field, as specified in the table definition.</td>
</tr>
<tr>
<td>charsetnr</td>
<td>The character set number for the field.</td>
</tr>
<tr>
<td>flags</td>
<td>An integer representing the bit-flags for the field.</td>
</tr>
<tr>
<td>type</td>
<td>The data type used for this field</td>
</tr>
<tr>
<td>decimals</td>
<td>The number of decimals used (for numeric fields)</td>
</tr>
</tbody>
</table>

Examples

**Example 7.116 Object oriented style**

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$query = "SELECT Name, SurfaceArea from Country ORDER BY Name LIMIT 5";
if ($result = $mysqli->query($query)) {
    /* Get field information for column 'SurfaceArea' */
    $finfo = $result->fetch_field_direct(1);
    printf("Name:     %s\n", $finfo->name);
    printf("Table:    %s\n", $finfo->table);
    printf("max. Len: %d\n", $finfo->max_length);
    printf("Flags:    %d\n", $finfo->flags);
    printf("Type:     %d\n", $finfo->type);
    $result->close();
}
/* close connection */
$mysqli->close();
?>```

**Example 7.117 Procedural style**

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$query = "SELECT Name, SurfaceArea from Country ORDER BY Name LIMIT 5";
if ($result = mysqli_query($link, $query)) {
    /* Get field information for column 'SurfaceArea' */
    $finfo = mysqli_fetch_field_direct($result, 1);
    printf("Name:     %s\n", $finfo->name);
    printf("Table:    %s\n", $finfo->table);
    printf("max. Len: %d\n", $finfo->max_length);
    printf("Flags:    %d\n", $finfo->flags);
    printf("Type:     %d\n", $finfo->type);
    mysqli_free_result($result);
}
/* close connection */
```
mysqli_close($link);  
?>

The above examples will output:

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Name:</td>
<td>SurfaceArea</td>
</tr>
<tr>
<td>Table:</td>
<td>Country</td>
</tr>
<tr>
<td>max. Len:</td>
<td>10</td>
</tr>
<tr>
<td>Flags:</td>
<td>32769</td>
</tr>
<tr>
<td>Type:</td>
<td>4</td>
</tr>
</tbody>
</table>

See Also

mysqli_num_fields  
mysqli_fetch_field  
mysqli_fetch_fields

7.3.10.7 mysqli_result::fetch_field, mysqli_fetch_field

Returns the next field in the result set

Description

Object oriented style

public object mysqli_result::fetch_field();

Procedural style

object mysqli_fetch_field(
    mysqli_result result);

Returns the definition of one column of a result set as an object. Call this function repeatedly to retrieve information about all columns in the result set.

Parameters

result  

Procedural style only: A result set identifier returned by mysqli_query, mysqli_store_result or mysqli_use_result.

Return Values

Returns an object which contains field definition information or false if no field information is available.

Table 7.17 Object properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>name</td>
<td>The name of the column</td>
</tr>
<tr>
<td>orgname</td>
<td>Original column name if an alias was specified</td>
</tr>
</tbody>
</table>
## The mysqli_result class

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>table</td>
<td>The name of the table this field belongs to (if not calculated)</td>
</tr>
<tr>
<td>orgtable</td>
<td>Original table name if an alias was specified</td>
</tr>
<tr>
<td>def</td>
<td>Reserved for default value, currently always &quot;&quot;</td>
</tr>
<tr>
<td>db</td>
<td>The name of the database</td>
</tr>
<tr>
<td>catalog</td>
<td>The catalog name, always &quot;def&quot;</td>
</tr>
<tr>
<td>max_length</td>
<td>The maximum width of the field for the result set.</td>
</tr>
<tr>
<td>length</td>
<td>The width of the field, as specified in the table definition.</td>
</tr>
<tr>
<td>charsetnr</td>
<td>The character set number for the field.</td>
</tr>
<tr>
<td>flags</td>
<td>An integer representing the bit-flags for the field.</td>
</tr>
<tr>
<td>type</td>
<td>The data type used for this field</td>
</tr>
<tr>
<td>decimals</td>
<td>The number of decimals used (for integer fields)</td>
</tr>
</tbody>
</table>

### Examples

#### Example 7.118 Object oriented style

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$query = "SELECT Name, SurfaceArea from Country ORDER BY Code LIMIT 5";
if ($result = $mysqli->query($query)) {
    /* Get field information for all columns */
    while ($finfo = $result->fetch_field()) {
        printf("Name:     %s\n", $finfo->name);
        printf("Table:    %s\n", $finfo->table);
        printf("max. Len: %d\n", $finfo->max_length);
        printf("Flags:    %d\n", $finfo->flags);
        printf("Type:     %d\n\n", $finfo->type);
    }
    $result->close();
} /* close connection */
$mysqli->close();
?>
```

#### Example 7.119 Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
$query = "SELECT Name, SurfaceArea from Country ORDER BY Code LIMIT 5";
if ($result = mysqli_query($link, $query)) {
    /* Get field information for all fields */
    while ($finfo = mysqli_fetch_field($result)) {
        printf("Name:     %s\n", $finfo->name);
        printf("Table:    %s\n", $finfo->table);
    }
    $result->close();
} /* close connection */
?>
```
The mysqli_result class

```php
printf("max. Len: %d\n", $finfo->max_length);
printf("Flags: %d\n", $finfo->flags);
printf("Type: %d\n", $finfo->type);
}
mysqli_free_result($result);
} /* close connection */
mysqli_close($link);
?>
```

The above examples will output:

<table>
<thead>
<tr>
<th>Name</th>
<th>Table</th>
<th>max. Len</th>
<th>Flags</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>Country</td>
<td>11</td>
<td>1</td>
<td>254</td>
</tr>
<tr>
<td>SurfaceArea</td>
<td>Country</td>
<td>10</td>
<td>32769</td>
<td>4</td>
</tr>
</tbody>
</table>

See Also

mysqli_num_fields
mysqli_fetch_field_direct
mysqli_fetch_fields
mysqli_field_seek

7.3.10.8 mysqli_result::fetch_fields, mysqli_fetch_fields

Returns an array of objects representing the fields in a result set

Description

Object oriented style

```php
public array mysqli_result::fetch_fields();
```

Procedural style

```php
array mysqli_fetch_fields(
    mysqli_result $result);
```

This function serves an identical purpose to the `mysqli_fetch_field` function with the single difference that, instead of returning one object at a time for each field, the columns are returned as an array of objects.

Parameters

`result`  
Procedural style only: A result set identifier returned by `mysqli_query`, `mysqli_store_result` or `mysqli_use_result`.
The mysqli_result class

Return Values

Returns an array of objects which contains field definition information or false if no field information is available.

Table 7.18 Object properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>name</td>
<td>The name of the column</td>
</tr>
<tr>
<td>orgname</td>
<td>Original column name if an alias was specified</td>
</tr>
<tr>
<td>table</td>
<td>The name of the table this field belongs to (if not calculated)</td>
</tr>
<tr>
<td>orgtable</td>
<td>Original table name if an alias was specified</td>
</tr>
<tr>
<td>max_length</td>
<td>The maximum width of the field for the result set.</td>
</tr>
<tr>
<td>length</td>
<td>The width of the field, in bytes, as specified in the table definition.</td>
</tr>
<tr>
<td></td>
<td>Note that this number (bytes) might differ from your table definition value</td>
</tr>
<tr>
<td></td>
<td>(characters), depending on the character set you use.</td>
</tr>
<tr>
<td></td>
<td>For example, the character set utf8 has 3 bytes per character, so varchar(10)</td>
</tr>
<tr>
<td></td>
<td>will return a length of 30 for utf8 (10<em>3), but return 10 for latin1 (10</em>1)</td>
</tr>
<tr>
<td>charsetnr</td>
<td>The character set number (id) for the field.</td>
</tr>
<tr>
<td>flags</td>
<td>An integer representing the bit-flags for the field.</td>
</tr>
<tr>
<td>type</td>
<td>The data type used for this field</td>
</tr>
<tr>
<td>decimals</td>
<td>The number of decimals used (for integer fields)</td>
</tr>
</tbody>
</table>

Examples

Example 7.120 Object oriented style

```php
<?php
$mysqli = new mysqli("127.0.0.1", "root", "foofoo", "sakila");
/* check connection */
if ($mysqli->connect_errno) {
    printf("Connect failed: %s\n", $mysqli->connect_error);
    exit();
}
foreach (array('latin1', 'utf8') as $charset) {
    // Set character set, to show its impact on some values (e.g., length in bytes)
    $mysqli->set_charset($charset);
    $query = "SELECT actor_id, last_name from actor ORDER BY actor_id";
    echo "======================\n";
    echo "Character Set: $charset\n";
    echo "======================\n";
    if ($result = $mysqli->query($query)) {
        /* Get field information for all columns */
        $finfo = $result->fetch_fields();
        foreach ($finfo as $val) {
            printf("Name:      %s\n",   $val->name);
            printf("Table:     %s\n",   $val->table);
            printf("Max. Len:  %d\n",   $val->max_length);
            printf("Length:    %d\n",   $val->length);
            printf("charsetnr: %d\n",   $val->charsetnr);
            printf("Flags:     %d\n",   $val->flags);
            printf("Type:      %d\n\n", $val->type);
        }
        $result->free();
    }
}
```
Example 7.121 Procedural style

```php
<?php
$link = mysqli_connect("127.0.0.1", "my_user", "my_password", "sakila");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
foreach (array('latin1', 'utf8') as $charset) {
    // Set character set, to show its impact on some values (e.g., length in bytes)
    mysqli_set_charset($link, $charset);
    $query = "SELECT actor_id, last_name from actor ORDER BY actor_id";
    echo "Character Set: "$charset"
    if ($result = mysqli_query($link, $query)) {
        /* Get field information for all columns */
        $finfo = mysqli_fetch_fields($result);
        foreach ($finfo as $val) {
            printf("Name:      %s\n",   $val->name);
            printf("Table:     %s\n",   $val->table);
            printf("Max. Len:  %d\n",   $val->max_length);
            printf("Length:    %d\n",   $val->length);
            printf("charsetnr: %d\n",   $val->charsetnr);
            printf("Flags:     %d\n",   $val->flags);
            printf("Type:      %d\n",   $val->type);
        }
        mysqli_free_result($result);
    }
}
mysqli_close($link);
?>
```

The above examples will output:

---
Character Set: latin1
---
Name:     actor_id
Table:    actor
Max. Len: 3
Length:   5
charsetnr: 63
Flags: 49699
Type: 2
Name:    last_name
Table:   actor
Max. Len: 12
Length:  45
charsetnr: 8
Flags: 20489
Type: 253
---
Character Set: utf8
---
Name:     actor_id
Table:    actor
Max. Len: 3
Length:  5
charsetnr: 63
Flags: 49699
The mysqli_result class

| Type:     | 2 |
| Name:     | last_name |
| Table:    | actor     |
| Max. Len: | 12        |
| Length:   | 135       |
| charsetnr:| 33        |
| Flags:    | 20489     |

See Also

mysqli_num_fields
mysqli_fetch_field_direct
mysqli_fetch_field

7.3.10.9 mysqli_result::fetch_object, mysqli_fetch_object

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- mysqli_result::fetch_object
  - mysqli_fetch_object

Returns the current row of a result set as an object

Description

Object oriented style

```php
public object mysqli_result::fetch_object(
    string class_name = "stdClass",
    array params);
```

Procedural style

```php
object mysqli_fetch_object(
    mysqli_result result,
    string class_name = "stdClass",
    array params);
```

Returns the current row result set as an object where the attributes of the object represent the names of the fields found within the result set.

Note

This function sets the properties of the object before calling the object constructor.

Note

Field names returned by this function are case-sensitive.

Note

This function sets NULL fields to the PHP null value.

Parameters

- `result`
  - Procedural style only: A result set identifier returned by mysqli_query, mysqli_store_result or mysqli_use_result.
The mysqli_result class

### class_name

The name of the class to instantiate, set the properties of and return. If not specified, a stdClass object is returned.

### params

An optional array of parameters to pass to the constructor for class_name objects.

#### Return Values

Returns an object that corresponds to the fetched row or null if there are no more rows in result set.

#### Examples

**Example 7.122 mysqli_result::fetch_object example**

**Object oriented style**

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");

$query = "SELECT Name, CountryCode FROM City ORDER BY ID DESC";
$result = $mysqli->query($query);
/* fetch object array */
while ($obj = $result->fetch_object()) {
    printf("%s (%s)\n", $obj->Name, $obj->CountryCode);
}
```

**Procedural style**

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
$query = "SELECT Name, CountryCode FROM City ORDER BY ID DESC";
$result = mysqli_query($link, $query);
/* fetch associative array */
while ($obj = mysqli_fetch_object($result)) {
    printf("%s (%s)\n", $obj->Name, $obj->CountryCode);
}
```

The above examples will output something similar to:

- Pueblo (USA)
- Arvada (USA)
- Cape Coral (USA)
- Green Bay (USA)
- Santa Clara (USA)

#### See Also

mysqli_fetch_array
mysqli_fetch_assoc
mysqli_fetch_row
mysqli_query
mysqli_data_seek

7.3.10.10 mysqli_result::fetch_row, mysqli_fetch_row

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The mysqli_result class

- mysqli_result::fetch_row
  
  mysqli_fetch_row
  
  Get a result row as an enumerated array

Description

Object oriented style

```php
public mixed mysqli_result::fetch_row();
```

Procedural style

```php
mixed mysqli_fetch_row(
  mysqli_result result);
```

Fetches one row of data from the result set and returns it as an enumerated array, where each column is stored in an array offset starting from 0 (zero). Each subsequent call to this function will return the next row within the result set, or `null` if there are no more rows.

**Note**

This function sets NULL fields to the PHP `null` value.

Parameters

- **result**
  
  Procedural style only: A result set identifier returned by `mysqli_query`, `mysqli_store_result` or `mysqli_use_result`.

Return Values

mysqli_fetch_row returns an array of values that corresponds to the fetched row or `null` if there are no more rows in result set.

Examples

**Example 7.123 mysqli_result::fetch_row example**

Object oriented style

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
$query = "SELECT Name, CountryCode FROM City ORDER BY ID DESC";
$result = $mysqli->query($query);
/* fetch object array */
while ($row = $result->fetch_row()) {
    printf("%s (%s)\n", $row[0], $row[1]);
}
```

Procedural style

```php
<?php
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
$mysqli = mysqli_connect("localhost", "my_user", "my_password", "world");
$query = "SELECT Name, CountryCode FROM City ORDER BY ID DESC";
$result = mysqli_query($mysqli, $query);
/* fetch associative array */
while ($row = mysqli_fetch_row($result)) {
```
The mysqli_result class

printf("%s (%s)\n", $row[0], $row[1]);
}

The above examples will output something similar to:

Pueblo (USA)
Arvada (USA)
Cape Coral (USA)
Green Bay (USA)
Santa Clara (USA)

See Also

mysqli_fetch_array
mysqli_fetch_assoc
mysqli_fetch_object
mysqli_query
mysqli_data_seek

7.3.10.11 mysqli_result::$field_count, mysqli_num_fields

Get the number of fields in a result

Description

Object oriented style

```php
int mysqli_result->field_count ;
```

Procedural style

```php
int mysqli_num_fields(
    mysqli_result result);
```

Returns the number of fields from specified result set.

Parameters

- `result` Procedural style only: A result set identifier returned by `mysqli_query`, `mysqli_store_result` or `mysqli_use_result`.

Return Values

The number of fields from a result set.

Examples

**Example 7.124 Object oriented style**

```php
<?php
```
The mysqli_result class

```php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
if ($result = $mysqli->query("SELECT * FROM City ORDER BY ID LIMIT 1")) {
    /* determine number of fields in result set */
    $field_cnt = $result->field_count;
    printf("Result set has %d fields.\n", $field_cnt);
    /* close result set */
    $result->close();
} /* close connection */
$mysqli->close();
?>
```

Example 7.125 Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
if ($result = mysqli_query($link, "SELECT * FROM City ORDER BY ID LIMIT 1")) {
    /* determine number of fields in result set */
    $field_cnt = mysqli_num_fields($result);
    printf("Result set has %d fields.\n", $field_cnt);
    /* close result set */
    mysqli_free_result($result);
} /* close connection */
mysqli_close($link);
?>
```

The above examples will output:

```
Result set has 5 fields.
```

See Also

`mysqli_fetch_field`

7.3.10.12 `mysqli_result::field_seek, mysqli_field_seek`

Description

Object oriented style

```php
public bool mysqli_result::field_seek(
```
### Procedural style

```php
bool mysqli_field_seek(
    mysqli_result result,
    int fieldnr);
```

Sets the field cursor to the given offset. The next call to `mysqli_fetch_field` will retrieve the field definition of the column associated with that offset.

**Note**
To seek to the beginning of a row, pass an offset value of zero.

**Parameters**

- `result` **Procedural style only**: A result set identifier returned by `mysqli_query`, `mysqli_store_result` or `mysqli_use_result`.
- `fieldnr` The field number. This value must be in the range from 0 to `number of fields - 1`.

**Return Values**

Returns `true` on success or `false` on failure.

**Examples**

#### Example 7.126 Object oriented style

```php
<?php
    $mysqli = new mysqli("localhost", "my_user", "my_password", "world");
    /* check connection */
    if (mysqli_connect_errno()) {
        printf("Connect failed: %s\n", mysqli_connect_error());
        exit();
    }
    $query = "SELECT Name, SurfaceArea from Country ORDER BY Code LIMIT 5";
    if ($result = $mysqli->query($query)) {
        /* Get field information for 2nd column */
        $result->field_seek(1);
        $finfo = $result->fetch_field();
        printf("Name:     %s\n", $finfo->name);
        printf("Table:    %s\n", $finfo->table);
        printf("max. Len: %d\n", $finfo->max_length);
        printf("Flags:    %d\n", $finfo->flags);
        printf("Type:     %d\n\n", $finfo->type);
        $result->close();
    }
    /* close connection */
    $mysqli->close();
?>
```

#### Example 7.127 Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
```
The mysqli_result class

```php
exit();
}
$query = "SELECT Name, SurfaceArea from Country ORDER BY Code LIMIT 5";
if ($result = mysqli_query($link, $query)) {
    /* Get field information for 2nd column */
    mysqli_field_seek($result, 1);
    $finfo = mysqli_fetch_field($result);
    printf("Name: %s\n", $finfo->name);
    printf("Table: %s\n", $finfo->table);
    printf("max. Len: %d\n", $finfo->max_length);
    printf("Flags: %d\n", $finfo->flags);
    printf("Type: %d\n", $finfo->type);
    mysqli_free_result($result);
} /* close connection */
mysqli_close($link);
?>
```

The above examples will output:

```
Name:     SurfaceArea
Table:    Country
max. Len: 10
Flags:    32769
Type:     4
```

See Also

- mysqli_fetch_field

7.3.10.13 mysqli_result::free, mysqli_result::close, mysqli_result::free_result, mysqli_free_result

Frees the memory associated with a result

Description

Object oriented style

```php
public void mysqli_result::free();
public void mysqli_result::close();
public void mysqli_result::free_result();
```

Procedural style

```php
void mysqli_free_result(
    mysqli_result result);
```

Frees the memory associated with the result.
The mysqli_result class

Parameters

result

Procedural style only: A result set identifier returned by mysqli_query, mysqli_store_result or mysqli_use_result.

Return Values

No value is returned.

See Also

mysqli_query
mysqli_stmt_get_result
mysqli_store_result
mysqli_use_result

7.3.10.14 mysqli_result::$lengths, mysqli_fetch_lengths

Returns the lengths of the columns of the current row in the result set

Description

Object oriented style

array
mysqli_result->lengths ;

Procedural style

array mysqli_fetch_lengths(
mysqli_result result);

The mysqli_fetch_lengths function returns an array containing the lengths of every column of the current row within the result set.

Parameters

result

Procedural style only: A result set identifier returned by mysqli_query, mysqli_store_result or mysqli_use_result.

Return Values

An array of integers representing the size of each column (not including any terminating null characters). false if an error occurred.

mysqli_fetch_lengths is valid only for the current row of the result set. It returns false if you call it before calling mysqli_fetch_row/array/object or after retrieving all rows in the result.

Examples

Example 7.128 Object oriented style

622
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}

$query = "SELECT * from Country ORDER BY Code LIMIT 1";
if ($result = $mysqli->query($query)) {
    $row = $result->fetch_row();
    /* display column lengths */
    foreach ($result->lengths as $i => $val) {
        printf("Field %2d has Length %2d\n", $i+1, $val);
    }
    $result->close();
}
/* close connection */
$mysqli->close();
?>

Example 7.129 Procedural style

<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}

$query = "SELECT * from Country ORDER BY Code LIMIT 1";
if ($result = mysqli_query($link, $query)) {
    $row = mysqli_fetch_row($result);
    /* display column lengths */
    foreach (mysqli_fetch_lengths($result) as $i => $val) {
        printf("Field %2d has Length %2d\n", $i+1, $val);
    }
    mysqli_free_result($result);
}
/* close connection */
mysqli_close($link);
?>

The above examples will output:

Field 1 has Length 3
Field 2 has Length 5
Field 3 has Length 13
Field 4 has Length 9
Field 5 has Length 6
Field 6 has Length 1
Field 7 has Length 6
Field 8 has Length 4
Field 9 has Length 6
Field 10 has Length 6
Field 11 has Length 5
Field 12 has Length 44
Field 13 has Length 7
Field 14 has Length 3
Field 15 has Length 2

7.3.10.15 mysqli_result::$num_rows, mysqli_num_rows
The mysqli_result class

- mysqli_result::$num_rows

```
mysqli_num_rows
```

Gets the number of rows in a result

**Description**

Object oriented style

```
int
mysqli_result->num_rows ;
```

Procedural style

```
int mysqli_num_rows(
mysqli_result result);
```

Returns the number of rows in the result set.

The behaviour of `mysqli_num_rows` depends on whether buffered or unbuffered result sets are being used. For unbuffered result sets, `mysqli_num_rows` will not return the correct number of rows until all the rows in the result have been retrieved.

**Parameters**

- `result` (Procedural style only): A result set identifier returned by `mysqli_query`, `mysqli_store_result` or `mysqli_use_result`.

**Return Values**

Returns number of rows in the result set.

**Note**

If the number of rows is greater than `PHP_INT_MAX`, the number will be returned as a string.

**Examples**

**Example 7.130 Object oriented style**

```php
<?php
$mysqli = new mysqli("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
if ($result = $mysqli->query("SELECT Code, Name FROM Country ORDER BY Name")) {
    /* determine number of rows result set */
    $row_cnt = $result->num_rows;
    printf("Result set has %d rows.\n", $row_cnt);
    /* close result set */
    $result->close();
}
/* close connection */
$mysqli->close();
?>
```
Example 7.131 Procedural style

```php
<?php
$link = mysqli_connect("localhost", "my_user", "my_password", "world");
/* check connection */
if (mysqli_connect_errno()) {
    printf("Connect failed: %s\n", mysqli_connect_error());
    exit();
}
if ($result = mysqli_query($link, "SELECT Code, Name FROM Country ORDER BY Name")) {
    /* determine number of rows result set */
    $row_cnt = mysqli_num_rows($result);
    printf("Result set has %d rows.\n", $row_cnt);
    /* close result set */
    mysqli_free_result($result);
} /* close connection */
mysqli_close($link);
?>
```

The above examples will output:

Result set has 239 rows.

See Also

- mysqli_affected_rows
- mysqli_store_result
- mysqli_use_result
- mysqli_query

7.3.11 The mysqli_driver class

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The `mysqli_driver` class is an instance of the monostate pattern, i.e. there is only one driver which can be accessed though an arbitrary amount of `mysqli_driver` instances.
The mysqli_driver class

Methods

```php
public void mysqli_driver::embedded_server_end();

public bool mysqli_driver::embedded_server_start(
    int start,
    array arguments,
    array groups);
```

<table>
<thead>
<tr>
<th>Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>client_info</td>
<td>The Client API header version</td>
</tr>
<tr>
<td>client_version</td>
<td>The Client version</td>
</tr>
<tr>
<td>driver_version</td>
<td>The MySQLi Driver version</td>
</tr>
<tr>
<td>embedded</td>
<td>Whether MySQLi Embedded support is enabled</td>
</tr>
<tr>
<td>reconnect</td>
<td>Allow or prevent reconnect (see the mysqli.reconnect INI directive)</td>
</tr>
<tr>
<td>report_mode</td>
<td>Set to MYSQLI_REPORT_OFF, MYSQLI_REPORT_ALL or any combination of MYSQLI_REPORT_STRICT (throw Exceptions for errors), MYSQLI_REPORT_ERROR (report errors) and MYSQLI_REPORT_INDEX (errors regarding indexes). See also mysqli_report.</td>
</tr>
</tbody>
</table>

7.3.11.1 mysqli_driver::embedded_server_end, mysqli_embedded_server_end

Description

Object oriented style

```php
public void mysqli_driver::embedded_server_end();
```

Procedural style

```php
void mysqli_embedded_server_end();
```

**Warning**

This function was **REMOVED** in PHP 7.4.0.

7.3.11.2 mysqli_driver::embedded_server_start, mysqli_embedded_server_start

Description

**Warning**

This function is currently not documented; only its argument list is available.
### mysqli_embedded_server_start

**Initialize and start embedded server**

#### Warning

This function was **REMOVED** in PHP 7.4.0.

### Description

#### Object oriented style

```php
public bool mysqli_driver::embedded_server_start(
    int start,
    array arguments,
    array groups);
```

#### Procedural style

```php
bool mysqli_embedded_server_start(
    int start,
    array arguments,
    array groups);
```

#### Warning

This function is currently not documented; only its argument list is available.

### 7.3.11.3 mysqli_driver::$report_mode, mysqli_report

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- **mysqli_driver::$report_mode**

  Sets mysqli error reporting mode

### Description

#### Object oriented style

```php
int
    mysqli_driver->report_mode ;
```

#### Procedural style

```php
bool mysqli_report(
    int flags);
```

Depending on the flags, it sets mysqli error reporting mode to exception, warning or none. When set to `MYSQLI_REPORT_ALL` or `MYSQLI_REPORT_INDEX` it will also inform about queries that don't use an index (or use a bad index).

The default setting is `MYSQLI_REPORT_OFF`.

### Parameters

- **flags**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MYSQLI_REPORT_OFF</td>
<td>Turns reporting off (the default)</td>
</tr>
</tbody>
</table>
### The mysqli_driver class

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MYSQLI_REPORT_ERROR</td>
<td>Report errors from mysqli function calls</td>
</tr>
<tr>
<td>MYSQLI_REPORT.Strict</td>
<td>Throw mysqli_sql_exception for errors instead of warnings</td>
</tr>
<tr>
<td>MYSQLI_REPORT_INDEX</td>
<td>Report if no index or bad index was used in a query</td>
</tr>
<tr>
<td>MYSQLI_REPORT_ALL</td>
<td>Set all options (report all)</td>
</tr>
</tbody>
</table>

### Return Values

Returns **true**.

### Examples

#### Example 7.132 Object oriented style

```php
<?php
/* activate reporting */
$driver = new mysqli_driver();
$driver->report_mode = MYSQLI_REPORT_ALL;
try {
    /* if the connection fails, a mysqli_sql_exception will be thrown */
    $mysqli = new mysqli("localhost", "my_user", "my_password", "my_db");
    /* this query should report an error */
    $result = $mysqli->query("SELECT Name FROM Nonexistingtable WHERE population > 50000");
    /* this query should report a bad index if the column population doesn't have an index */
    $result = $mysqli->query("SELECT Name FROM City WHERE population > 50000");
} catch (mysqli_sql_exception $e) {
    error_log($e->__toString());
}
```

#### Example 7.133 Procedural style

```php
<?php
/* activate reporting */
mysqli_report(MYSQLI_REPORT_ALL);
try {
    $link = mysqli_connect("localhost", "my_user", "my_password", "my_db");
    /* this query should report an error */
    $result = mysqli_query($link, "SELECT Name FROM Nonexistingtable WHERE population > 50000");
    /* this query should report a bad index if the column population doesn't have an index */
    $result = mysqli_query($link, "SELECT Name FROM City WHERE population > 50000");
} catch (mysqli_sql_exception $e) {
    error_log($e->__toString());
}
```

#### Example 7.134 Error reporting except bad index errors

```php
<?php
/* activate reporting */
mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
try {
    /* if the connection fails, a mysqli_sql_exception will be thrown */
    $mysqli = new mysqli("localhost", "my_user", "my_password", "my_db");
    /* this query should report an error */
```
$result = $mysqli->query("SELECT Name FROM Nonexistingtable WHERE population > 50000");
/* this WILL NOT report any errors even if index is not available */
$result = $mysqli->query("SELECT Name FROM City WHERE population > 50000");
} catch (mysqli_sql_exception $e) {
    error_log($e->__toString());
}

See Also

mysqli_sql_exception
set_exception_handler
error_reporting

7.3.12 The mysqli_warning class

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Represents a MySQL warning.

mysqli_warning {
    final mysqli_warning
    Properties
        public
            message ;
        public
            sqlstate ;
        public
            errno ;
    Methods
        public bool mysqli_warning::next();
}

message Message string
sqlstate SQL state
errno Error number

7.3.12.1 mysqli_warning::next

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• mysqli_warning::next

Fetch next warning

Description

public bool mysqli_warning::next();

Change warning information to the next warning if possible.

Once the warning has been set to the next warning, new values of properties message, sqlstate and errno of mysqli_warning are available.
The mysqli_sql_exception class

Parameters

This function has no parameters.

Return Values

Returns true if next warning was fetched successfully. If there are no more warnings, it will return false.

7.3.13 The mysqli_sql_exception class

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The mysqli exception handling class.

```php
mysqli_sql_exception {
    mysqli_sql_exception extends RuntimeException

    Properties

    protected string sqlstate ;
    Inherited properties

    protected string message ;
    protected int code ;
    protected string file ;
    protected int line ;
}
```

sqlstate The sql state with the error.

7.3.14 Aliases and deprecated Mysqli Functions

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7.3.14.1 mysqli_connect

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• mysqli_connect

Alias of mysqli::__construct

Description

This function is an alias of: mysqli::__construct

Note

If mysqli exception mode is not enabled and a connection fails, then mysqli_connect returns false instead of an object. The mysqli_connect_error function can be used to fetch the connection error.
### 7.3.14.2 mysqli_escape_string

**Description**

This function is an alias of: `mysqli_real_escape_string`.

**Notes**

- `mysqli_escape_string` is deprecated and will be removed.

**See Also**

- `mysqli_real_escape_string`

### 7.3.14.3 mysqli_execute

**Description**

This function is an alias of: `mysqli_stmt_execute`.

**Notes**

- `mysqli_execute` is deprecated and will be removed.

**See Also**

- `mysqli_stmt_execute`

### 7.3.14.4 mysqli_get_client_stats

**Description**

Returns client per-process statistics

```php
array mysqli_get_client_stats();
```

Returns client per-process statistics. Available only with `mysqlnd`.

**Parameters**

- `mysqli_get_client_stats` example

```php
$link = mysqli_connect();
print_r(mysqli_get_client_stats());
```
The above example will output something similar to:

```php
Array
{
    [bytes_sent] => 43
    [bytes_received] => 80
    [packets_sent] => 1
    [packets_received] => 2
    [protocol_overhead_in] => 8
    [protocol_overhead_out] => 4
    [bytes_received_ok_packet] => 11
    [bytes_received_eof_packet] => 0
    [bytes_received_rset_header_packet] => 0
    [bytes_received_rset_field_meta_packet] => 0
    [bytes_received_rset_row_packet] => 0
    [bytes_received_prepare_response_packet] => 0
    [bytes_received_change_user_packet] => 0
    [packets_sent_command] => 0
    [packets_received_ok] => 1
    [packets_received_eof] => 0
    [packets_received_rset_header] => 0
    [packets_received_rset_field_meta] => 0
    [packets_received_rset_row] => 0
    [packets_received_prepare_response] => 0
    [packets_received_change_user] => 0
    [result_set_queries] => 0
    [non_result_set_queries] => 0
    [no_index_used] => 0
    [bad_index_used] => 0
    [slow_queries] => 0
    [buffered_sets] => 0
    [unbuffered_sets] => 0
    [ps_unbuffered_sets] => 0
    [flushed_normal_sets] => 0
    [flushed_ps_sets] => 0
    [ps_prepared_never_executed] => 0
    [ps_prepared_once_executed] => 0
    [rows_fetched_from_server_normal] => 0
    [rows_fetched_from_server_ps] => 0
    [rows_fetched_from_client_normal] => 0
    [rows_fetched_from_client_ps] => 0
    [rows_prepared_from_client_normal] => 0
    [rows_prepared_from_client_ps] => 0
    [rows_fetched_from_client_normal_unbuffered] => 0
    [rows_fetched_from_client_normal_unbuffered] => 0
    [rows_fetched_from_client_ps_unbuffered] => 0
    [rows_fetched_from_client_ps_cursor] => 0
    [rows_skipped_normal] => 0
    [rows_skipped_ps] => 0
    [copy_on_write_saved] => 0
    [copy_on_write_performed] => 0
    [command_bufferToo_small] => 0
    [connect_success] => 1
    [connect_failure] => 0
    [connection_reused] => 0
    [reconnect] => 0
    [pconnect_success] => 0
    [active_connections] => 1
    [active_persistent_connections] => 0
    [explicit_close] => 0
    [implicit_close] => 0
    [disconnect_close] => 0
    [in_middle_of_command_close] => 0
    [explicit_free_result] => 0
    [implicit_free_result] => 0
    [explicit_stmt_close] => 0
    [implicit_stmt_close] => 0
}
```
### Aliases and deprecated Mysqli Functions

```php
[mem_emalloc_count] => 0
[mem_emalloc_ammount] => 0
[mem_ecalloc_count] => 0
[mem_ecalloc_ammount] => 0
[mem_erealloc_count] => 0
[mem_erealloc_ammount] => 0
[mem_efree_count] => 0
[mem_malloc_count] => 0
[mem_malloc_ammount] => 0
[mem_calloc_count] => 0
[mem_calloc_ammount] => 0
[mem_realloc_count] => 0
[mem_realloc_ammount] => 0
[mem_free_count] => 0
[proto_text_fetched_null] => 0
[proto_text_fetched_bit] => 0
[proto_text_fetched_tinyint] => 0
[proto_text_fetched_short] => 0
[proto_text_fetched_int24] => 0
[proto_text_fetched_int] => 0
[proto_text_fetched_bigint] => 0
[proto_text_fetched_decimal] => 0
[proto_text_fetched_float] => 0
[proto_text_fetched_double] => 0
[proto_text_fetched_date] => 0
[proto_text_fetched_year] => 0
[proto_text_fetched_time] => 0
[proto_text_fetched_datetime] => 0
[proto_text_fetched_timestamp] => 0
[proto_text_fetched_string] => 0
[proto_text_fetched_blob] => 0
[proto_text_fetched_enum] => 0
[proto_text_fetched_set] => 0
[proto_text_fetched_geometry] => 0
[proto_binary_fetched_null] => 0
[proto_binary_fetched_bit] => 0
[proto_binary_fetched_tinyint] => 0
[proto_binary_fetched_short] => 0
[proto_binary_fetched_int24] => 0
[proto_binary_fetched_int] => 0
[proto_binary_fetched_bigint] => 0
[proto_binary_fetched_decimal] => 0
[proto_binary_fetched_float] => 0
[proto_binary_fetched_double] => 0
[proto_binary_fetched_date] => 0
[proto_binary_fetched_year] => 0
[proto_binary_fetched_time] => 0
[proto_binary_fetched_datetime] => 0
[proto_binary_fetched_timestamp] => 0
[proto_binary_fetched_string] => 0
[proto_binary_fetched_blob] => 0
[proto_binary_fetched_enum] => 0
[proto_binary_fetched_set] => 0
[proto_binary_fetched_geometry] => 0
[proto_binary_fetched_other] => 0
```

### See Also

- [Stats description](#)

### 7.3.14.5 mysqli_get_links_stats

Return information about open and cached links
Description

array mysqli_get_links_stats();

mysqli_get_links_stats returns information about open and cached MySQL links.

Parameters

This function has no parameters.

Return Values

mysqli_get_links_stats returns an associative array with three elements, keyed as follows:

- **total** An int indicating the total number of open links in any state.
- **active_plinks** An int representing the number of active persistent connections.
- **cached_plinks** An int representing the number of inactive persistent connections.

7.3.14.6 mysqli_report

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- mysqli_report

Alias of mysqli_driver->report_mode

Description

This function is an alias of: mysqli_driver->report_mode

7.3.14.7 mysqli::set_opt, mysqli_set_opt

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- mysqli::set_opt
  - mysqli_set_opt

Alias of mysqli_options

Description

This function is an alias of: mysqli_options.

7.3.15 Changelog

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The following changes have been made to classes/functions/methods of this extension.

7.4 MySQL Functions (PDO_MYSQL)

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PDO_MYSQL is a driver that implements the PHP Data Objects (PDO) interface to enable access from PHP to MySQL databases.

PDO_MYSQL uses emulated prepares by default.

MySQL 8
When running a PHP version before 7.1.16, or PHP 7.2 before 7.2.4, set MySQL 8 Server's default password plugin to \texttt{mysql\_native\_password} or else you will see errors similar to \texttt{The server requested authentication method unknown to the client [caching\_sha2\_password] even when caching\_sha2\_password is not used.}

This is because MySQL 8 defaults to caching\_sha2\_password, a plugin that is not recognized by the older PHP (mysqlnd) releases. Instead, change it by setting \texttt{default\_authentication\_plugin=mysql\_native\_password} in \texttt{my.cnf}. The \texttt{caching\_sha2\_password} plugin will be supported in a future PHP release. In the meantime, the \texttt{mysql\_xdevapi} extension does support it.

\begin{quote}
\textbf{Warning}

Beware: Some MySQL table types (storage engines) do not support transactions. When writing transactional database code using a table type that does not support transactions, MySQL will pretend that a transaction was initiated successfully. In addition, any DDL queries issued will implicitly commit any pending transactions.
\end{quote}

The common Unix distributions include binary versions of PHP that can be installed. Although these binary versions are typically built with support for the MySQL extensions, the extension libraries themselves may need to be installed using an additional package. Check the package manager than comes with your chosen distribution for availability.

For example, on Ubuntu the \texttt{php5-mysql} package installs the ext/mysql, ext/mysqli, and PDO\_MYSQL PHP extensions. On CentOS, the \texttt{php-my} package also installs these three PHP extensions.

Alternatively, you can compile this extension yourself. Building PHP from source allows you to specify the MySQL extensions you want to use, as well as your choice of client library for each extension.

When compiling, use \texttt{--with-pdo-mysql[=DIR]} to install the PDO MySQL extension, where the optional \texttt{[=DIR]} is the MySQL base library. As of PHP 5.4, \texttt{mysqlnd} is the default library. For details about choosing a library, see \texttt{Choosing a MySQL library}.

Optionally, the \texttt{--with-mysql-sock[=DIR]} sets to location to the MySQL unix socket pointer for all MySQL extensions, including PDO\_MYSQL. If unspecified, the default locations are searched.

Optionally, the \texttt{--with-zlib-dir[=DIR]} is used to set the path to the libz install prefix.

\begin{verbatim}
$ ./configure --with-pdo-mysql --with-mysql-sock=/var/mysql/mysql.sock
\end{verbatim}

SSL support is enabled using the appropriate \texttt{PDO\_MySQL constants}, which is equivalent to calling the MySQL C API function \texttt{mysql\_ssl\_set()}\texttt{\ldots} Also, SSL cannot be enabled with \texttt{PDO::setAttribute} because the connection already exists. See also the MySQL documentation about connecting to MySQL with SSL.

The constants below are defined by this driver, and will only be available when the extension has been either compiled into PHP or dynamically loaded at runtime. In addition, these driver-specific constants should only be used if you are using this driver. Using driver-specific attributes with another driver may result in unexpected behaviour. \texttt{PDO::setAttribute} may be used to obtain the \texttt{PDO::ATTR\_DRIVER\_NAME} attribute to check the driver, if your code can run against multiple drivers.

\begin{itemize}
\item \texttt{PDO::MYSQL\_ATTR\_USE\_BUFFERED\_QUERY} (int)
\end{itemize}

If this attribute is set to \texttt{true} on a \texttt{PDOStatement}, the MySQL driver will use the buffered versions of the MySQL API. If you're writing portable code, you should use \texttt{PDOStatement::fetchAll} instead.
Example 7.136 Forcing queries to be buffered in mysql

```php
<?php
if ($db->getAttribute(PDO::ATTR_DRIVER_NAME) == 'mysql') {
    $stmt = $db->prepare('select * from foo',
        array(PDO::MYSQL_ATTR_USE_BUFFERED_QUERY => true));
} else {
    die("my application only works with mysql; I should use \$stmt->fetchAll() instead");
}
?>
```

PDO::MYSQL_ATTR_LOCAL_INFILE (int)

Enable LOAD LOCAL INFILE.

Note, this constant can only be used in the `driver_options` array when constructing a new database handle.

PDO::MYSQL_ATTR_LOCAL_INFILE_DIRECTORY (string)

Allows restricting LOCAL DATA loading to files located in this designated directory.

Note, this constant can only be used in the `driver_options` array when constructing a new database handle.

PDO::MYSQL_ATTR_INIT_COMMAND (int)

Command to execute when connecting to the MySQL server. Will automatically be re-executed when reconnecting.

Note, this constant can only be used in the `driver_options` array when constructing a new database handle.

PDO::MYSQL_ATTR_READ_DEFAULT_FILE (int)

Read options from the named option file instead of from `my.cnf`. This option is not available if mysqld is used, because mysqld does not read the mysql configuration files.

PDO::MYSQL_ATTR_READ_DEFAULT_GROUP (int)

Read options from the named group from `my.cnf` or the file specified with MYSQL_READ_DEFAULT_FILE. This option is not available if mysqld is used, because mysqld does not read the mysql configuration files.

PDO::MYSQL_ATTR_MAX_BUFFER_SIZE (int)

Maximum buffer size. Defaults to 1 MiB. This constant is not supported when compiled against mysqld.

PDO::MYSQL_ATTR_DIRECT_QUERY (int)

Perform direct queries, don’t use prepared statements.

PDO::MYSQL_ATTR_FOUND_ROWS (int)

Return the number of found (matched) rows, not the number of changed rows.

PDO::MYSQL_ATTR_IGNORE_SPACE (int)

Permit spaces after function names. Makes all functions names reserved words.

PDO::MYSQL_ATTR_COMPRESS (int)

Enable network communication compression.

PDO::MYSQL_ATTR_SSL_CA (int)

The file path to the SSL certificate authority.

PDO::MYSQL_ATTR_SSL_CAPATH (int)

The file path to the directory that contains the trusted SSL CA certificates, which are stored in PEM format.

PDO::MYSQL_ATTR_SSL_CERT (int)

The file path to the SSL certificate.
PDO_MYSQL DSN

PDO_MYSQL_ATTR_SSL_CIPHER
(int)
A list of one or more permissible ciphers to use for SSL encryption,
in a format understood by OpenSSL. For example: DHE-RSA-
AES256-SHA:AES128-SHA

PDO_MYSQL_ATTR_SSL_KEY
(int)
The file path to the SSL key.

PDO_MYSQL_ATTR_SSL_VERIFY_SERVER_CERT
(int)
Provides a way to disable verification of the server SSL certificate.
This exists as of PHP 7.0.18 and PHP 7.1.4.

PDO_MYSQL_ATTR_MULTI_STATEMENTS
(int)
Disables multi query execution in both PDO::prepare and
PDO::query when set to false.
Note, this constant can only be used in the driver_options array
when constructing a new database handle.

The behaviour of these functions is affected by settings in php.ini.

Table 7.20 PDO_MYSQL Configuration Options

<table>
<thead>
<tr>
<th>Name</th>
<th>Default</th>
<th>Changeable</th>
</tr>
</thead>
<tbody>
<tr>
<td>pdo_mysql.default_socket</td>
<td>&quot;/tmp/mysql.sock&quot;</td>
<td>PHP_INI_SYSTEM</td>
</tr>
<tr>
<td>pdo_mysql.debug</td>
<td>NULL</td>
<td>PHP_INI_SYSTEM</td>
</tr>
</tbody>
</table>

For further details and definitions of the PHP_INI_* modes, see the http://www.php.net/manual/en/configuration.changes.modes.

Here's a short explanation of the configuration directives.

pdo_mysql.default_socket string Sets a Unix domain socket. This value can either be set at compile
time if a domain socket is found at configure. This ini setting is Unix only.

pdo_mysql.debug bool Enables debugging for PDO_MYSQL. This setting is only available
when PDO_MYSQL is compiled against mysqlnd and in PDO debug
mode.

7.4.1 PDO_MYSQL DSN

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• PDO_MYSQL DSN

Connecting to MySQL databases

Description

The PDO_MYSQL Data Source Name (DSN) is composed of the following elements:

DSN prefix The DSN prefix is mysql:
host The hostname on which the database server resides.
port The port number where the database server is listening.
dbname The name of the database.
unix_socket The MySQL Unix socket (shouldn't be used with host or port).
charset

The character set. See the character set concepts documentation for more information.

Examples

Example 7.137 PDO_MYSQL DSN examples

The following example shows a PDO_MYSQL DSN for connecting to MySQL databases:

```php
mysql:host=localhost;dbname=testdb
```

More complete examples:

```php
mysql:host=localhost;port=3307;dbname=testdb
mysql:unix_socket=/tmp/mysql.sock;dbname=testdb
```

Notes

Unix only:

When the host name is set to "localhost", then the connection to the server is made thru a domain socket. If PDO_MYSQL is compiled against libmysqlclient then the location of the socket file is at libmysqlclient's compiled in location. If PDO_MYSQL is compiled against mysqlnd a default socket can be set thru the `pdo_mysql.default_socket` setting.

7.5 Original MySQL API

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This extension is deprecated as of PHP 5.5.0, and has been removed as of PHP 7.0.0. Instead, either the mysqli or PDO_MySQL extension should be used. See also the MySQL API Overview for further help while choosing a MySQL API.

These functions allow you to access MySQL database servers. More information about MySQL can be found at http://www.mysql.com/.

Documentation for MySQL can be found at http://dev.mysql.com/doc/.

7.5.1 Installing/Configuring

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7.5.1.1 Requirements

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In order to have these functions available, you must compile PHP with MySQL support.

Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:
Installing/Configuring

7.5.1.2 Installation

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Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information.

Alternatives to this function include:

For compiling, simply use the `--with-mysql[=DIR]` configuration option where the optional `[DIR]` points to the MySQL installation directory.

Although this MySQL extension is compatible with MySQL 4.1.0 and greater, it doesn't support the extra functionality that these versions provide. For that, use the MySQLi extension.

If you would like to install the mysql extension along with the mysqli extension you have to use the same client library to avoid any conflicts.

Installation on Linux Systems

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Note: `[DIR]` is the path to the MySQL client library files (headers and libraries), which can be downloaded from MySQL.

Table 7.21 ext/mysql compile time support matrix

<table>
<thead>
<tr>
<th>PHP Version</th>
<th>Default</th>
<th>Configure Options: <code>mysqli</code></th>
<th>Configure Options: <code>libmysqlclient</code></th>
<th>Changelog</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.x.x</td>
<td>libmysqlclient</td>
<td>Not Available</td>
<td>--without-mysql to disable</td>
<td>MySQL enabled by default, MySQL client libraries are bundled</td>
</tr>
<tr>
<td>5.0.x, 5.1.x, 5.2.x</td>
<td>libmysqlclient</td>
<td>Not Available</td>
<td>--with-mysql=[DIR]</td>
<td>MySQL is no longer enabled by default, and the MySQL client libraries are no longer bundled</td>
</tr>
<tr>
<td>5.3.x</td>
<td>libmysqlclient</td>
<td>--with-mysql=mysqlnd</td>
<td>--with-mysql=[DIR]</td>
<td>mysqli is now available</td>
</tr>
<tr>
<td>5.4.x</td>
<td>mysqlnd</td>
<td>--with-mysql</td>
<td>--with-mysql=[DIR]</td>
<td>mysqli is now the default</td>
</tr>
</tbody>
</table>

Installation on Windows Systems

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PHP 5.0.x, 5.1.x, 5.2.x

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MySQL is no longer enabled by default, so the `php_mysql.dll` DLL must be enabled inside of `php.ini`. Also, PHP needs access to the MySQL client library. A file named `libmysql.dll` is included in the Windows PHP distribution and in order for PHP to talk to MySQL this file needs to be available to the Windows systems `PATH`. See the FAQ titled "How do I add my PHP directory to
the PATH on Windows” for information on how to do this. Although copying libmysql.dll to the Windows system directory also works (because the system directory is by default in the system’s PATH), it's not recommended.

As with enabling any PHP extension (such as php_mysql.dll), the PHP directive extension_dir should be set to the directory where the PHP extensions are located. See also the Manual Windows Installation Instructions. An example extension_dir value for PHP 5 is c:\php\ext

Note
If when starting the web server an error similar to the following occurs: "Unable to load dynamic library './php_mysql.dll'"; this is because php_mysql.dll and/or libmysql.dll cannot be found by the system.

PHP 5.3.0+

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The MySQL Native Driver is enabled by default. Include php_mysql.dll, but libmysql.dll is no longer required or used.

MySQL Installation Notes

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Warning
Crashes and startup problems of PHP may be encountered when loading this extension in conjunction with the recode extension. See the recode extension for more information.

Note
If you need charsets other than latin (default), you have to install external (not bundled) libmysqlclient with compiled charset support.

7.5.1.3 Runtime Configuration

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The behaviour of these functions is affected by settings in php.ini.

Table 7.22 MySQL Configuration Options

<table>
<thead>
<tr>
<th>Name</th>
<th>Default</th>
<th>Changeable</th>
<th>Changelog</th>
</tr>
</thead>
<tbody>
<tr>
<td>mysql.allow_local_infile</td>
<td>&quot;1&quot;</td>
<td>PHP_INI_SYSTEM</td>
<td></td>
</tr>
<tr>
<td>mysql.allow_persistent</td>
<td>&quot;1&quot;</td>
<td>PHP_INI_SYSTEM</td>
<td></td>
</tr>
<tr>
<td>mysql.max_persistent</td>
<td>&quot;-1&quot;</td>
<td>PHP_INI_SYSTEM</td>
<td></td>
</tr>
<tr>
<td>mysql.max_links</td>
<td>&quot;-1&quot;</td>
<td>PHP_INI_SYSTEM</td>
<td></td>
</tr>
<tr>
<td>mysql.trace_mode</td>
<td>&quot;0&quot;</td>
<td>PHP_INI_ALL</td>
<td></td>
</tr>
<tr>
<td>mysql.default_port</td>
<td>NULL</td>
<td>PHP_INI_ALL</td>
<td></td>
</tr>
<tr>
<td>mysql.default_socket</td>
<td>NULL</td>
<td>PHP_INI_ALL</td>
<td></td>
</tr>
<tr>
<td>mysql.default_host</td>
<td>NULL</td>
<td>PHP_INI_ALL</td>
<td></td>
</tr>
<tr>
<td>mysql.default_user</td>
<td>NULL</td>
<td>PHP_INI_ALL</td>
<td></td>
</tr>
<tr>
<td>mysql.default_password</td>
<td>NULL</td>
<td>PHP_INI_ALL</td>
<td></td>
</tr>
<tr>
<td>mysql.connect_timeout</td>
<td>&quot;60&quot;</td>
<td>PHP_INI_ALL</td>
<td></td>
</tr>
</tbody>
</table>
For further details and definitions of the PHP_INI_* modes, see the http://www.php.net/manual/en/configuration.changes.modes.

Here's a short explanation of the configuration directives.

### mysql.allow_local_infile int
Allow accessing, from PHP's perspective, local files with LOAD DATA statements.

### mysql.allow_persistent bool
Whether to allow persistent connections to MySQL.

### mysql.max_persistent int
The maximum number of persistent MySQL connections per process.

### mysql.max_links int
The maximum number of MySQL connections per process, including persistent connections.

### mysql.trace_mode bool
Trace mode. When mysql.trace_mode is enabled, warnings for table/index scans, non free result sets, and SQL-Errors will be displayed. (Introduced in PHP 4.3.0)

### mysql.default_port string
The default TCP port number to use when connecting to the database server if no other port is specified. If no default is specified, the port will be obtained from the MYSQL_TCP_PORT environment variable, the mysql-tcp entry in /etc/services or the compile-time MYSQL_PORT constant, in that order. Win32 will only use the MYSQL_PORT constant.

### mysql.default_socket string
The default socket name to use when connecting to a local database server if no other socket name is specified.

### mysql.default_host string
The default server host to use when connecting to the database server if no other host is specified. Doesn't apply in SQL safe mode.

### mysql.default_user string
The default user name to use when connecting to the database server if no other name is specified. Doesn't apply in SQL safe mode.

### mysql.default_password string
The default password to use when connecting to the database server if no other password is specified. Doesn't apply in SQL safe mode.

### mysql.connect_timeout int
Connect timeout in seconds. On Linux this timeout is also used for waiting for the first answer from the server.

## 7.5.1.4 Resource Types

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There are two resource types used in the MySQL module. The first one is the link identifier for a database connection, the second a resource which holds the result of a query.

## 7.5.2 Changelog

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The following changes have been made to classes/functions/methods of this extension.

**General Changelog for the ext/mysql extension**

This changelog references the ext/mysql extension.
Global ext/mysql changes

The following is a list of changes to the entire ext/mysql extension.

<table>
<thead>
<tr>
<th>Version</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>7.0.0</td>
<td>This extension was removed from PHP. For details, see Section 7.2.3, &quot;Choosing an API&quot;.</td>
</tr>
<tr>
<td>5.5.0</td>
<td>This extension has been deprecated. Connecting to a MySQL database via <code>mysql_connect</code>, <code>mysql_pconnect</code> or an implicit connection via any other <code>mysql_*</code> function will generate an <code>E_DEPRECATED</code> error.</td>
</tr>
</tbody>
</table>
| 5.5.0   | All of the old deprecated functions and aliases now emit `E_DEPRECATED` errors. These functions are: `mysql()`, `mysql_fieldname()`, `mysql_fieldtable()`, `mysql_fieldlen()`, `mysql_fieldtype()`, `mysql_fieldflags()`, `mysql_selectdb()`, `mysql_createdb()`, `mysql_dropdb()`, `mysql_freeresult()`, `mysql_numfields()`, `mysql_numrows()`, `mysql_listdbs()`, `mysql_listtables()`, `mysql_listfields()`, `mysql_db_name()`, `mysql_dbname()`, `mysql_tablename()`, and `mysql_table_name()`.

Changes to existing functions

The following list is a compilation of changelog entries from the ext/mysql functions.

7.5.3 Predefined Constants

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The constants below are defined by this extension, and will only be available when the extension has either been compiled into PHP or dynamically loaded at runtime.

It is possible to specify additional client flags for the `mysql_connect` and `mysql_pconnect` functions. The following constants are defined:

Table 7.23 MySQL client constants

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MYSQL_CLIENT_COMPRESS</td>
<td>Use compression protocol</td>
</tr>
<tr>
<td>MYSQL_CLIENT_IGNORE_SPACE</td>
<td>Allow space after function names</td>
</tr>
<tr>
<td>MYSQL_CLIENT_INTERACTIVE</td>
<td>Allow interactive_timeout seconds (instead of <code>wait_timeout</code>) of inactivity before closing the connection.</td>
</tr>
<tr>
<td>MYSQL_CLIENT_SSL</td>
<td>Use SSL encryption. This flag is only available with version 4.x of the MySQL client library or newer. Version 3.23.x is bundled both with PHP 4 and Windows binaries of PHP 5.</td>
</tr>
</tbody>
</table>

The function `mysql_fetch_array` uses a constant for the different types of result arrays. The following constants are defined:
### Table 7.24 MySQL fetch constants

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MYSQL_ASSOC</td>
<td>Columns are returned into the array having the fieldname as the array index.</td>
</tr>
<tr>
<td>MYSQL_BOTH</td>
<td>Columns are returned into the array having both a numerical index and the fieldname as the array index.</td>
</tr>
<tr>
<td>MYSQL_NUM</td>
<td>Columns are returned into the array having a numerical index to the fields. This index starts with 0, the first field in the result.</td>
</tr>
</tbody>
</table>

#### 7.5.4 Examples

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##### 7.5.4.1 MySQL extension overview example

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This simple example shows how to connect, execute a query, print resulting rows and disconnect from a MySQL database.

**Example 7.138 MySQL extension overview example**

```php
<?php
// Connecting, selecting database
$link = mysql_connect('mysql_host', 'mysql_user', 'mysql_password')
or die('Could not connect: ' . mysql_error());
echo 'Connected successfully';
mysql_select_db('my_database') or die('Could not select database');
// Performing SQL query
$query = 'SELECT * FROM my_table';
$result = mysql_query($query) or die('Query failed: ' . mysql_error());
// Printing results in HTML
echo "<table>
";
while ($line = mysql_fetch_array($result, MYSQL_ASSOC)) {
    echo "\t<tr>\n";
    foreach ($line as $col_value) {
        echo "\t<td>$col_value</td>\n";
    }
    echo "\t</tr>\n";
}
echo "</table>\n";
// Free resultset
mysql_free_result($result);
// Closing connection
mysql_close($link);
?>
```

#### 7.5.5 MySQL Functions

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**Note**

Most MySQL functions accept `link_identifier` as the last optional parameter. If it is not provided, last opened connection is used. If it doesn't exist, connection is tried to establish with default parameters defined in `php.ini`. If it is not successful, functions return `false`. 

643
7.5.5.1 mysql_affected_rows

Get number of affected rows in previous MySQL operation

Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

mysqli_affected_rows
PDOStatement::rowCount

Description

Get the number of affected rows by the last INSERT, UPDATE, REPLACE or DELETE query associated with link_identifier.

Parameters

link_identifier

The MySQL connection. If the link identifier is not specified, the last link opened by mysql_connect is assumed. If no such link is found, it will try to create one as if mysql_connect had been called with no arguments. If no connection is found or established, an E_WARNING level error is generated.

Return Values

Returns the number of affected rows on success, and -1 if the last query failed.

If the last query was a DELETE query with no WHERE clause, all of the records will have been deleted from the table but this function will return zero with MySQL versions prior to 4.1.2.

When using UPDATE, MySQL will not update columns where the new value is the same as the old value. This creates the possibility that mysql_affected_rows may not actually equal the number of rows matched, only the number of rows that were literally affected by the query.

The REPLACE statement first deletes the record with the same primary key and then inserts the new record. This function returns the number of deleted records plus the number of inserted records.

In the case of "INSERT ... ON DUPLICATE KEY UPDATE" queries, the return value will be 1 if an insert was performed, or 2 for an update of an existing row.

Examples

Example 7.139 mysql_affected_rows example

```php
<?php
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: ' . mysql_error());
}
mysql_select_db('mydb');
/* this should return the correct numbers of deleted records */
```
```php
mysql_query('DELETE FROM mytable WHERE id < 10');
printf("Records deleted: %d\n", mysql_affected_rows());
/* with a where clause that is never true, it should return 0 */
mysql_query('DELETE FROM mytable WHERE 0');
printf("Records deleted: %d\n", mysql_affected_rows());
?>
```

The above example will output something similar to:

```text
Records deleted: 10
Records deleted: 0
```

**Example 7.140 mysql_affected_rows example using transactions**

```php
<?php
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: '. mysql_error());
}
mysql_select_db('mydb');
/* Update records */
mysql_query("UPDATE mytable SET used=1 WHERE id < 10");
printf ("Updated records: %d\n", mysql_affected_rows());
mysql_query("COMMIT");
?>
```

The above example will output something similar to:

```text
Updated Records: 10
```

**Notes**

- **Transactions**
  
  If you are using transactions, you need to call `mysql_affected_rows` after your INSERT, UPDATE, or DELETE query, not after the COMMIT.

- **SELECT Statements**
  
  To retrieve the number of rows returned by a SELECT, it is possible to use `mysql_num_rows`.

- **Cascaded Foreign Keys**
  
  `mysql_affected_rows` does not count rows affected implicitly through the use of ON DELETE CASCADE and/or ON UPDATE CASCADE in foreign key constraints.

**See Also**

- `mysql_num_rows`
- `mysql_info`

**7.5.5.2 mysql_client_encoding**

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MySQL Functions

- **mysql_client_encoding**

  Returns the name of the character set

  **Warning**
  
  This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the **MySQLi** or **PDO_MySQL** extension should be used. See also **MySQL: choosing an API** guide and related **FAQ** for more information.

  Alternatives to this function include:

  - **mysqli_character_set_name**

**Description**

```php
string mysql_client_encoding(
    resource link_identifier = NULL);
```

Retrieves the **character_set** variable from MySQL.

**Parameters**

- **link_identifier**
  
  The MySQL connection. If the link identifier is not specified, the last link opened by **mysql_connect** is assumed. If no such link is found, it will try to create one as if **mysql_connect** had been called with no arguments. If no connection is found or established, an **E_WARNING** level error is generated.

**Return Values**

Returns the default character set name for the current connection.

**Examples**

**Example 7.141 mysql_client_encoding example**

```php
<?php
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
$charset = mysql_client_encoding($link);
echo "The current character set is: $charset\n";
?>
```

The above example will output something similar to:

The current character set is: latin1

**See Also**

- **mysql_set_charset**
- **mysql_real_escape_string**

**7.5.5.3 mysql_close**

Close MySQL connection
Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

- mysqli_close
- PDO: Assign the value of null to the PDO object

Description

```php
bool mysql_close(
    resource link_identifier = NULL);
```

`mysql_close` closes the non-persistent connection to the MySQL server that's associated with the specified link identifier. If `link_identifier` isn't specified, the last opened link is used.

Open non-persistent MySQL connections and result sets are automatically destroyed when a PHP script finishes its execution. So, while explicitly closing open connections and freeing result sets is optional, doing so is recommended. This will immediately return resources to PHP and MySQL, which can improve performance. For related information, see freeing resources.

Parameters

- `link_identifier` The MySQL connection. If the link identifier is not specified, the last link opened by `mysql_connect` is assumed. If no connection is found or established, an `E_WARNING` level error is generated.

Return Values

Returns `true` on success or `false` on failure.

Examples

**Example 7.142 mysql_close example**

```php
<?php
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: ' . mysql_error());
}
echo 'Connected successfully';
mysql_close($link);
?>
```

The above example will output:

Connected successfully

Notes

- **Note**
  `mysql_close` will not close persistent links created by `mysql_pconnect`. For additional details, see the manual page on persistent connections.
MySQL Functions

See Also

mysql_connect mysql_free_result

7.5.5.4 mysql_connect

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• mysql_connect

Open a connection to a MySQL Server

Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

mysql_connect
PDO::__construct

Description

resource|false mysql_connect(
  string server = ini_get("mysql.default_host"),
  string username = ini_get("mysql.default_user"),
  string password = ini_get("mysql.default_password"),
  bool new_link = false,
  int client_flags = 0);

Opens or reuses a connection to a MySQL server.

Parameters

server

The MySQL server. It can also include a port number. e.g. "hostname:port" or a path to a local socket e.g. ":/path/to/socket" for the localhost.

If the PHP directive mysql.default_host is undefined (default), then the default value is 'localhost:3306'. In SQL safe mode, this parameter is ignored and value 'localhost:3306' is always used.

username

The username. Default value is defined by mysql.default_user. In SQL safe mode, this parameter is ignored and the name of the user that owns the server process is used.

password

The password. Default value is defined by mysql.default_password. In SQL safe mode, this parameter is ignored and empty password is used.

new_link

If a second call is made to mysql_connect with the same arguments, no new link will be established, but instead, the link identifier of the already opened link will be returned. The new_link parameter modifies this behavior and makes mysql_connect always open a new link, even if mysql_connect was called before
with the same parameters. In SQL safe mode, this parameter is ignored.

**client_flags**

The `client_flags` parameter can be a combination of the following constants: 128 (enable LOAD DATA LOCAL handling), `MYSQL_CLIENT_SSL`, `MYSQL_CLIENT_COMPRESS`, `MYSQL_CLIENT_IGNORE_SPACE` or `MYSQL_CLIENT_INTERACTIVE`. Read the section about Table 7.23, "MySQL client constants" for further information. In SQL safe mode, this parameter is ignored.

**Return Values**

Returns a MySQL link identifier on success or `false` on failure.

**Changelog**

<table>
<thead>
<tr>
<th>Version</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>5.5.0</td>
<td>This function will generate an <code>E_DEPRECATED</code> error.</td>
</tr>
</tbody>
</table>

**Examples**

**Example 7.143 mysql_connect example**

```php
<?php
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: ' . mysql_error());
}
echo 'Connected successfully';
mysql_close($link);
?>
```

**Example 7.144 mysql_connect example using hostname:port syntax**

```php
<?php
// we connect to example.com and port 3307
$link = mysql_connect('example.com:3307', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: ' . mysql_error());
}
echo 'Connected successfully';
mysql_close($link);
// we connect to localhost at port 3307
$link = mysql_connect('127.0.0.1:3307', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: ' . mysql_error());
}
echo 'Connected successfully';
mysql_close($link);
?>
```

**Example 7.145 mysql_connect example using ":/path/to/socket" syntax**

```php
<?php
// we connect to localhost and socket e.g. /tmp/mysql.sock
// variant 1: omit localhost
```
$link = mysql_connect(':/tmp/mysql', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: ' . mysql_error());
}
echo 'Connected successfully';
mysql_close($link);

// variant 2: with localhost
$link = mysql_connect('localhost:/tmp/mysql.sock', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: ' . mysql_error());
}
echo 'Connected successfully';
mysql_close($link);
?>

Notes

Note
Whenever you specify "localhost" or "localhost:port" as server, the MySQL client library will override this and try to connect to a local socket (named pipe on Windows). If you want to use TCP/IP, use "127.0.0.1" instead of "localhost". If the MySQL client library tries to connect to the wrong local socket, you should set the correct path as $mysql.default_host string in your PHP configuration and leave the server field blank.

Note
The link to the server will be closed as soon as the execution of the script ends, unless it's closed earlier by explicitly calling mysql_close.

Note
Error "Can't create TCP/IP socket (10106)" usually means that the variables_order configure directive doesn't contain character E. On Windows, if the environment is not copied the SYSTEMROOT environment variable won't be available and PHP will have problems loading Winsock.

See Also
mysql_pconnect
mysql_close

7.5.5.5 mysql_create_db

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* mysql_create_db

Create a MySQL database

Warning
This function was deprecated in PHP 4.3.0, and it and the entire original MySQL extension was removed in PHP 7.0.0. Instead, use either the actively developed MySQLi or PDO_MySQL extensions. See also the MySQL: choosing an API guide and its related FAQ entry for additional information. Alternatives to this function include:

mysqli_query
PDO::query
MySQL Functions

Description

bool mysql_create_db(
    string database_name,
    resource link_identifier = NULL);

`mysql_create_db` attempts to create a new database on the server associated with the specified link identifier.

Parameters

database_name The name of the database being created.

link_identifier The MySQL connection. If the link identifier is not specified, the last link opened by `mysql_connect` is assumed. If no such link is found, it will try to create one as if `mysql_connect` had been called with no arguments. If no connection is found or established, an E_WARNING level error is generated.

Return Values

Returns true on success or false on failure.

Examples

Example 7.146 `mysql_create_db` alternative example

The function `mysql_create_db` is deprecated. It is preferable to use `mysql_query` to issue an sql `CREATE DATABASE` statement instead.

```php
<?php
    $link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
    if (!$link) {
        die('Could not connect: ' . mysql_error());
    }
    $sql = 'CREATE DATABASE my_db';
    if (mysql_query($sql, $link)) {
        echo "Database my_db created successfully\n";
    } else {
        echo 'Error creating database: ' . mysql_error() . "\n";
    }
?>
```

The above example will output something similar to:

Database my_db created successfully

Notes

- **Note**
  For backward compatibility, the following deprecated alias may be used:
  `mysql_createdb`

- **Note**
  This function will not be available if the MySQL extension was built against a MySQL 4.x client library.
Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQL or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

- mysqli_data_seek
- PDO::FETCH_ORI_ABS

Description

```php
bool mysql_data_seek(
    resource result,
    int row_number);
```

`mysql_data_seek` moves the internal row pointer of the MySQL result associated with the specified result identifier to point to the specified row number. The next call to a MySQL fetch function, such as `mysql_fetch_assoc`, would return that row.

`row_number` starts at 0. The `row_number` should be a value in the range from 0 to `mysql_num_rows` - 1. However if the result set is empty (`mysql_num_rows == 0`), a seek to 0 will fail with an `E_WARNING` and `mysql_data_seek` will return `false`.

Parameters

- **result**
  The result resource that is being evaluated. This result comes from a call to `mysql_query`.

- **row_number**
  The desired row number of the new result pointer.

Return Values

Returns `true` on success or `false` on failure.

Examples

**Example 7.147 `mysql_data_seek` example**

```php
<?php
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: ' . mysql_error());
}
$db_selected = mysql_select_db('sample_db');
if (!$db_selected) {
    die('Could not select database: ' . mysql_error());
}
$query = 'SELECT last_name, first_name FROM friends';
$result = mysql_query($query);
```
if (!$result) {
    die('Query failed: ' . mysql_error());
}
/* fetch rows in reverse order */
for ($i = mysql_num_rows($result) - 1; $i >= 0; $i--) {
    if (!mysql_data_seek($result, $i)) {
        echo "Cannot seek to row $i: " . mysql_error() . "\n";
        continue;
    }
    if (!($row = mysql_fetch_assoc($result))) {
        continue;
    }
    echo $row['last_name'] . ' ' . $row['first_name'] . "<br />
";
    }
mysql_free_result($result);
?>

Notes

Note
The function mysql_data_seek can be used in conjunction only with mysql_query, not with mysql_unbuffered_query.

See Also
mysql_query
mysql_num_rows
mysql_fetch_row
mysql_fetch_assoc
mysql_fetch_array
mysql_fetch_object

7.5.5.7 mysql_db_name

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• mysql_db_name

Retrieves database name from the call to mysql_list_dbs

Warning
This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

Query: SELECT DATABASE()

Description

string mysql_db_name(
    resource result,
    int row,
    mixed field
    = NULL);

Retrieve the database name from a call to mysql_list_dbs.

Parameters

result The result pointer from a call to mysql_list_dbs.
MySQL Functions

row
The index into the result set.

field
The field name.

Return Values
Returns the database name on success, and false on failure. If false is returned, use mysql_error to determine the nature of the error.

Changelog

<table>
<thead>
<tr>
<th>Version</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>5.5.0</td>
<td>The mysql_list_dbs function is deprecated, and emits an E_DEPRECATED level error.</td>
</tr>
</tbody>
</table>

Examples

Example 7.148 mysql_db_name example

```php
<?php
error_reporting(E_ALL);
$link = mysql_connect('dbhost', 'username', 'password');
$db_list = mysql_list_dbs($link);
$i = 0;
$cnt = mysql_num_rows($db_list);
while ($i < $cnt) {
    echo mysql_db_name($db_list, $i) . "\n";
    $i++;
}?
```

Notes

Note
For backward compatibility, the following deprecated alias may be used:

mysql_dbname

See Also

mysql_list_dbs
mysql_tablename

7.5.5.8 mysql_db_query

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* mysql_db_query

Selects a database and executes a query on it

Warning
This function was deprecated in PHP 5.3.0, and it and the entire original MySQL extension was removed in PHP 7.0.0. Instead, use either the actively developed MySQLi or PDO_MySQL extensions. See also the MySQL: choosing an API guide and its related FAQ entry for additional information. Alternatives to this function include:

mysqli_select_db then the query
Description

```php
resource bool mysql_db_query(
    string database,
    string query,
    resource link_identifier = NULL);
```

`mysql_db_query` selects a database, and executes a query on it.

Parameters

- **database**
  The name of the database that will be selected.

- **query**
  The MySQL query.
  Data inside the query should be properly escaped.

- **link_identifier**
  The MySQL connection. If the link identifier is not specified, the last link opened by `mysql_connect` is assumed. If no such link is found, it will try to create one as if `mysql_connect` had been called with no arguments. If no connection is found or established, an E_WARNING level error is generated.

Return Values

Returns a positive MySQL result resource to the query result, or false on error. The function also returns true/false for INSERT/UPDATE/DELETE queries to indicate success/failure.

Examples

**Example 7.149 `mysql_db_query` alternative example**

```php
<?php
if (!$link = mysql_connect('mysql_host', 'mysql_user', 'mysql_password')) {
    echo 'Could not connect to mysql';
    exit;
}
if (!mysql_select_db('mysql_dbname', $link)) {
    echo 'Could not select database';
    exit;
}
$sql = 'SELECT foo FROM bar WHERE id = 42';
$result = mysql_query($sql, $link);
if (!$result) {
    echo 'DB Error, could not query the database
';
    echo 'MySQL Error: ' . mysql_error();
    exit;
}
while ($row = mysql_fetch_assoc($result)) {
    echo $row['foo'];
}
mysql_free_result($result);
?>
```

Notes

**Note**

Be aware that this function does NOT switch back to the database you were connected before. In other words, you can't use this function to temporarily
run a sql query on another database, you would have to manually switch back. Users are strongly encouraged to use the `database.table` syntax in their sql queries or `mysql_select_db` instead of this function.

See Also

- `mysql_query`
- `mysql_select_db`

### 7.5.5.9 `mysql_drop_db`

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- `mysql_drop_db`

Drop (delete) a MySQL database

**Warning**

This function was deprecated in PHP 4.3.0, and it and the entire original MySQL extension was removed in PHP 7.0.0. Instead, use either the actively developed MySQLi or PDO_MySQL extensions. See also the MySQL: choosing an API guide and its related FAQ entry for additional information. Alternatives to this function include:

- Execute a `DROP DATABASE` query

**Description**

```php
bool mysql_drop_db(
    string database_name,
    resource link_identifier
    = NULL);
```

`mysql_drop_db` attempts to drop (remove) an entire database from the server associated with the specified link identifier. This function is deprecated, it is preferable to use `mysql_query` to issue an sql `DROP DATABASE` statement instead.

**Parameters**

- `database_name` The name of the database that will be deleted.
- `link_identifier` The MySQL connection. If the link identifier is not specified, the last link opened by `mysql_connect` is assumed. If no such link is found, it will try to create one as if `mysql_connect` had been called with no arguments. If no connection is found or established, an `E_WARNING` level error is generated.

**Return Values**

Returns `true` on success or `false` on failure.

**Examples**

#### Example 7.150 `mysql_drop_db` alternative example

```php
<?php
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: ' . mysql_error());
}
```
$sql = 'DROP DATABASE my_db';
if (mysql_query($sql, $link)) {
    echo "Database my_db was successfully dropped\n";
} else {
    echo 'Error dropping database: ' . mysql_error() . '\n'';
}
?>

**Notes**

**Warning**

This function will not be available if the MySQL extension was built against a MySQL 4.x client library.

**Note**

For backward compatibility, the following deprecated alias may be used:
mysql_dropdb

**See Also**

mysql_query

**7.5.5.10 mysql_errno**

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

mysqli_errno
PDO::errorCode

**Description**

```
int mysql_errno(
    resource link_identifier
    = =NULL);
```

Returns the error number from the last MySQL function.

Errors coming back from the MySQL database backend no longer issue warnings. Instead, use mysql_errno to retrieve the error code. Note that this function only returns the error code from the most recently executed MySQL function (not including mysql_error and mysqli_errno), so if you want to use it, make sure you check the value before calling another MySQL function.

**Parameters**

`link_identifier` The MySQL connection. If the link identifier is not specified, the last link opened by mysql_connect is assumed. If no such link is found, it will try to create one as if mysql_connect had been
MySQL Functions

called with no arguments. If no connection is found or established, an E_WARNING level error is generated.

Return Values

Returns the error number from the last MySQL function, or 0 (zero) if no error occurred.

Examples

Example 7.151 mysql_errno example

```php
<?php
$link = mysql_connect("localhost", "mysql_user", "mysql_password");
if (!mysql_select_db("nonexistentdb", $link)) {
    echo mysql_errno($link) . ": " . mysql_error($link). "\n";
}
mysql_select_db("kossu", $link);
if (!mysql_query("SELECT * FROM nonexistenttable", $link)) {
    echo mysql_errno($link) . ": " . mysql_error($link) . "\n";
}
?>
```

The above example will output something similar to:

```
1049: Unknown database 'nonexistentdb'
1146: Table 'kossu.nonexistenttable' doesn't exist
```

See Also

mysql_error
MySQL error codes

7.5.5.11 mysql_error

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- mysql_error

Returns the text of the error message from previous MySQL operation

**Warning**

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

- mysqli_error
- PDO::errorInfo

**Description**

```php
string mysql_error(
    resource link_identifier = NULL)
```

Returns the error text from the last MySQL function. Errors coming back from the MySQL database backend no longer issue warnings. Instead, use mysql_error to retrieve the error text. Note that
this function only returns the error text from the most recently executed MySQL function (not including `mysql_error` and `mysql_errno`), so if you want to use it, make sure you check the value before calling another MySQL function.

**Parameters**

`link_identifier` The MySQL connection. If the link identifier is not specified, the last link opened by `mysql_connect` is assumed. If no such link is found, it will try to create one as if `mysql_connect` had been called with no arguments. If no connection is found or established, an `E_WARNING` level error is generated.

**Return Values**

Returns the error text from the last MySQL function, or '' (empty string) if no error occurred.

**Examples**

**Example 7.152 mysql_error example**

```php
<?php
$link = mysql_connect("localhost", "mysql_user", "mysql_password");
mysql_select_db("nonexistentdb", $link);
echo mysql_errno($link) . ": " . mysql_error($link) . "\n";
mysql_select_db("kossu", $link);
mysql_query("SELECT * FROM nonexistenttable", $link);
echo mysql_errno($link) . ": " . mysql_error($link) . "\n";
?>
```

The above example will output something similar to:

```
1049: Unknown database 'nonexistentdb'
1146: Table 'kossu.nonexistenttable' doesn't exist
```

**See Also**

- `mysql_errno`
- MySQL error codes

**7.5.5.12 mysql_escape_string**

Escapes a string for use in a `mysql_query`

---

**Warning**

This function was deprecated in PHP 4.3.0, and it and the entire original MySQL extension was removed in PHP 7.0.0. Instead, use either the actively developed MySQL or PDO_MySQL extensions. See also the MySQL: choosing an API guide and its related FAQ entry for additional information. Alternatives to this function include:

- `mysqli_escape_string`
- `PDO::quote`
MySQL Functions

Description

string mysql_escape_string(
    string unescaped_string);

This function will escape the unescaped_string, so that it is safe to place it in a mysql_query. This function is deprecated.

This function is identical to mysql_real_escape_string except that mysql_real_escape_string takes a connection handler and escapes the string according to the current character set. mysql_escape_string does not take a connection argument and does not respect the current charset setting.

Parameters

unescaped_string The string that is to be escaped.

Return Values

Returns the escaped string.

Examples

Example 7.153 mysql_escape_string example

```php
<?php
    $item = "Zak's Laptop";
    $escaped_item = mysql_escape_string($item);
    printf("Escaped string: %s\n", $escaped_item);
?>
```

The above example will output:

Escaped string: Zak\'s Laptop

Notes

Note

mysql_escape_string does not escape % and _.

See Also

mysql_real_escape_string
addslashes
The magic_quotes_gpc directive.

7.5.5.13 mysql_fetch_array

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• mysql_fetch_array

Fetch a result row as an associative array, a numeric array, or both

Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See
Description

```
array mysql_fetch_array(
    resource result,
    int result_type = MYSQL_BOTH);
```

Returns an array that corresponds to the fetched row and moves the internal data pointer ahead.

**Parameters**

- `result`: The result resource that is being evaluated. This result comes from a call to `mysql_query`.
- `result_type`: The type of array that is to be fetched. It's a constant and can take the following values: `MYSQL_ASSOC`, `MYSQL_NUM`, and `MYSQL_BOTH`.

**Return Values**

Returns an array of strings that corresponds to the fetched row, or false if there are no more rows. The type of returned array depends on how `result_type` is defined. By using `MYSQL_BOTH` (default), you'll get an array with both associative and number indices. Using `MYSQL_ASSOC`, you only get associative indices (as `mysql_fetch_assoc` works), using `MYSQL_NUM`, you only get number indices (as `mysql_fetch_row` works).

If two or more columns of the result have the same field names, the last column will take precedence. To access the other column(s) of the same name, you must use the numeric index of the column or make an alias for the column. For aliased columns, you cannot access the contents with the original column name.

**Examples**

**Example 7.154 Query with aliased duplicate field names**

```
SELECT table1.field AS foo, table2.field AS bar FROM table1, table2
```

**Example 7.155 `mysql_fetch_array` with `MYSQL_NUM`**

```
<?php
    mysql_connect("localhost", "mysql_user", "mysql_password") or 
    die("Could not connect: ". mysql_error());
    mysql_select_db("mydb");
    $result = mysql_query("SELECT id, name FROM mytable");
    while ($row = mysql_fetch_array($result, MYSQL_NUM)) {
        printf("ID: %s  Name: %s", $row[0], $row[1]);
    }
    mysql_free_result($result);
?>
```

**Example 7.156 `mysql_fetch_array` with `MYSQL_ASSOC`**


<?php
mysql_connect("localhost", "mysql_user", "mysql_password") or
die("Could not connect: ", mysql_error());
mysql_select_db("mydb");
$result = mysql_query("SELECT id, name FROM mytable");
while ($row = mysql_fetch_array($result, MYSQL_ASSOC)) {
    printf("ID: %s  Name: %s", $row["id"], $row["name"]);
}
mysql_free_result($result);
?>

Example 7.157 mysql_fetch_array with MYSQL_BOTH

<?php
mysql_connect("localhost", "mysql_user", "mysql_password") or
die("Could not connect: ", mysql_error());
mysql_select_db("mydb");
$result = mysql_query("SELECT id, name FROM mytable");
while ($row = mysql_fetch_array($result, MYSQL_BOTH)) {
    printf("ID: %s  Name: %s", $row[0], $row["name"]);
}
mysql_free_result($result);
?>

Notes

Performance
An important thing to note is that using mysql_fetch_array is not significantly slower than using mysql_fetch_row, while it provides a significant added value.

Note
Field names returned by this function are case-sensitive.

Note
This function sets NULL fields to the PHP null value.

See Also

mysql_fetch_row
mysql_fetch_assoc
mysql_data_seek
mysql_query

7.5.5.14 mysql_fetch_assoc

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• mysql_fetch_assoc

Fetch a result row as an associative array

Warning
This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:
MySQL Functions

**mysqli_fetch_assoc**

**PDOStatement::fetch(PDO::FETCH_ASSOC)**

### Description

```php
array mysqli_fetch_assoc(
    resource result);
```

Returns an associative array that corresponds to the fetched row and moves the internal data pointer ahead. `mysqli_fetch_assoc` is equivalent to calling `mysqli_fetch_array` with MYSQL_ASSOC for the optional second parameter. It only returns an associative array.

### Parameters

- **result**
  
  The result resource that is being evaluated. This result comes from a call to `mysqli_query`.

### Return Values

Returns an associative array of strings that corresponds to the fetched row, or `false` if there are no more rows.

If two or more columns of the result have the same field names, the last column will take precedence. To access the other column(s) of the same name, you either need to access the result with numeric indices by using `mysqli_fetch_row` or add alias names. See the example at the `mysqli_fetch_array` description about aliases.

### Examples

**Example 7.158 An expanded `mysqli_fetch_assoc` example**

```php
<?php
$conn = mysqli_connect("localhost", "mysql_user", "mysql_password");
if (!$conn) {
    echo "Unable to connect to DB: " . mysqli_error();
    exit;
}
if (!mysqli_select_db("mydbname")) {
    echo "Unable to select mydbname: " . mysqli_error();
    exit;
}
$sql = "SELECT id as userid, fullname, userstatus
    FROM sometable
    WHERE userstatus = 1";
$result = mysqli_query($sql);
if (!$result) {
    echo "Could not successfully run query ($sql) from DB: " . mysqli_error();
    exit;
}
if (mysqli_num_rows($result) == 0) {
    echo "No rows found, nothing to print so am exiting";
    exit;
}
// While a row of data exists, put that row in $row as an associative array
// Note: If you're expecting just one row, no need to use a loop
// Note: If you put extract($row); inside the following loop, you'll then create userid, fullname, and $userstatus
while ($row = mysqli_fetch_assoc($result)) {
    echo $row["userid"];  
    echo $row["fullname"];  
    echo $row["userstatus"];  
}
mysqli_free_result($result);
?>
```
An important thing to note is that using `mysql_fetch_assoc` is not significantly slower than using `mysql_fetch_row`, while it provides a significant added value.

Field names returned by this function are case-sensitive.

This function sets NULL fields to the PHP `null` value.

### See Also

- `mysql_fetch_row`
- `mysql_fetch_array`
- `mysql_data_seek`
- `mysql_query`
- `mysql_error`

### 7.5.5.15 `mysql_fetch_field`

Get column information from a result and return as an object

```php
object mysql_fetch_field(
    resource result,
    int field_offset = 0);
```

Returns an object containing field information. This function can be used to obtain information about fields in the provided query result.

### Parameters

- `result`:
  The result resource that is being evaluated. This result comes from a call to `mysql_query`.

- `field_offset`:
  The numerical field offset. If the field offset is not specified, the next field that was not yet retrieved by this function is retrieved. The `field_offset` starts at 0.
**Return Values**

Returns an object containing field information. The properties of the object are:

- **name** - column name
- **table** - name of the table the column belongs to, which is the alias name if one is defined
- **max_length** - maximum length of the column
- **not_null** - 1 if the column cannot be `null`  
- **primary_key** - 1 if the column is a primary key  
- **unique_key** - 1 if the column is a unique key  
- **multiple_key** - 1 if the column is a non-unique key  
- **numeric** - 1 if the column is numeric  
- **blob** - 1 if the column is a BLOB  
- **type** - the type of the column  
- **unsigned** - 1 if the column is unsigned  
- **zerofill** - 1 if the column is zero-filled

**Examples**

**Example 7.159 mysql_fetch_field example**

```php
<?php
$conn = mysql_connect('localhost', 'mysql_user', 'mysql_password');
if (!$conn) {
    die('Could not connect: ' . mysql_error());
}
mysql_select_db('database');
$result = mysql_query('select * from table');
if (!$result) {
    die('Query failed: ' . mysql_error());
}
/* get column metadata */
$i = 0;
while ($i < mysql_num_fields($result)) {
    echo "Information for column $i:<br />
    $meta = mysql_fetch_field($result, $i);
    if (!$meta) {
        echo "No information available<br />
    }
    echo "<pre>
    blob:         $meta->blob
    max_length:   $meta->max_length
    multiple_key: $meta->multiple_key
    name:         $meta->name
    not_null:     $meta->not_null
    numeric:      $meta->numeric
    primary_key:  $meta->primary_key
    table:        $meta->table
    type:         $meta->type
    unique_key:   $meta->unique_key
    unsigned:     $meta->unsigned
    zerofill:     $meta->zerofill
    </pre>";
    $i++;
}
mysql_free_result($result);
?>
```
MySQL Functions

Notes

Note
Field names returned by this function are case-sensitive.

Note
If field or tablenames are aliased in the SQL query the aliased name will be returned. The original name can be retrieved for instance by using mysqli_result::fetch_field.

See Also

mysql_field_seek

7.5.5.16 mysql_fetch_lengths

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- mysql_fetch_lengths

Get the length of each output in a result

Warning
This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

- mysqli_fetch_lengths
- PDOStatement::getColumnMeta

Description

```php
array|false mysql_fetch_lengths(
resource result);
```

Returns an array that corresponds to the lengths of each field in the last row fetched by MySQL.

mysql_fetch_lengths stores the lengths of each result column in the last row returned by mysql_fetch_row, mysql_fetch_assoc, mysql_fetch_array, and mysql_fetch_object in an array, starting at offset 0.

Parameters

- `result` The result resource that is being evaluated. This result comes from a call to mysql_query.

Return Values

An array of lengths on success or `false` on failure.

Examples

Example 7.160 A mysql_fetch_lengths example

```php
<?php
$result = mysql_query("SELECT id,email FROM people WHERE id = '42'");
```
if (!$result) {
    echo 'Could not run query: ' . mysql_error();
    exit;
}
$row = mysql_fetch_assoc($result);
$lengths = mysql_fetch_lengths($result);
print_r($row);
print_r($lengths);
?>

The above example will output something similar to:

Array
(
    [id] => 42
    [email] => user@example.com
)
Array
(
    [0] => 2
    [1] => 16
)

See Also

mysql_field_len
mysql_fetch_row
strlen

7.5.5.17 mysql_fetch_object

Fetch a result row as an object

Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

mysqli_fetch_object
PDOStatement::fetch(PDO::FETCH_OBJ)

Description

Returns an object with properties that correspond to the fetched row and moves the internal data pointer ahead.

Parameters

result The result resource that is being evaluated. This result comes from a call to mysql_query.
MySQL Functions

**class_name**

The name of the class to instantiate, set the properties of and return. If not specified, a **stdClass** object is returned.

**params**

An optional array of parameters to pass to the constructor for **class_name** objects.

### Return Values

Returns an object with string properties that correspond to the fetched row, or **false** if there are no more rows.

### Examples

**Example 7.161 mysql_fetch_object example**

```php
<?php
mysql_connect("hostname", "user", "password");
mysql_select_db("mydb");
$result = mysql_query("select * from mytable");
while ($row = mysql_fetch_object($result)) {
    echo $row->user_id;
    echo $row->fullname;
}
mysql_free_result($result);
?>
```

**Example 7.162 mysql_fetch_object example**

```php
<?php
class foo {
    public $name;
}
mysql_connect("hostname", "user", "password");
mysql_select_db("mydb");
$result = mysql_query("select name from mytable limit 1");
$obj = mysql_fetch_object($result, 'foo');
var_dump($obj);
?>
```

### Notes

**Performance**

Speed-wise, the function is identical to **mysql_fetch_array**, and almost as quick as **mysql_fetch_row** (the difference is insignificant).

**Note**

**mysql_fetch_object** is similar to **mysql_fetch_array**, with one difference - an object is returned, instead of an array. Indirectly, that means that you can only access the data by the field names, and not by their offsets (numbers are illegal property names).

**Note**

Field names returned by this function are **case-sensitive**.

**Note**

This function sets NULL fields to the PHP **null** value.
MySQL Functions

See Also

- mysql_fetch_array
- mysql_fetch_assoc
- mysql_fetch_row
- mysql_data_seek
- mysql_query

7.5.5.18 mysql_fetch_row

Get a result row as an enumerated array

Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information.

Alternatives to this function include:

- mysqli_fetch_row
- PDOStatement::fetch(PDO::FETCH_NUM)

Description

```php
array mysql_fetch_row(
    resource result);
```

Returns a numerical array that corresponds to the fetched row and moves the internal data pointer ahead.

Parameters

- `result` - The result resource that is being evaluated. This result comes from a call to `mysql_query`.

Return Values

Returns an numerical array of strings that corresponds to the fetched row, or `false` if there are no more rows.

`mysql_fetch_row` fetches one row of data from the result associated with the specified result identifier. The row is returned as an array. Each result column is stored in an array offset, starting at offset 0.

Examples

Example 7.163 Fetching one row with `mysql_fetch_row`

```php
<?php
$result = mysql_query("SELECT id,email FROM people WHERE id = '42'"健);  
if (!$result) {
    echo 'Could not run query: ' . mysql_error();
    exit;
}
$row = mysql_fetch_row($result);
echo $row[0]; // 42
echo $row[1]; // the email value
?>
```
**MySQL Functions**

**Notes**

- **Note**
  This function sets NULL fields to the PHP `null` value.

**See Also**

- `mysql_fetch_array`
- `mysql_fetch_assoc`
- `mysql_fetch_object`
- `mysql_data_seek`
- `mysql_fetch_lengths`
- `mysql_result`

### 7.5.5.19 `mysql_field_flags`

**Description**

Get the flags associated with the specified field in a result

**Warning**

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API and related FAQ for more information. Alternatives to this function include:

- `mysqli_fetch_field_direct [flags]`
- `PDOStatement::getColumnMeta [flags]`

**Description**

```php
string|false mysql_field_flags(
    resource result,
    int field_offset);
```

`mysql_field_flags` returns the field flags of the specified field. The flags are reported as a single word per flag separated by a single space, so that you can split the returned value using `explode`.

**Parameters**

- **result**
  The result resource that is being evaluated. This result comes from a call to `mysql_query`.

- **field_offset**
  The numerical field offset. The `field_offset` starts at 0. If `field_offset` does not exist, an error of level `E_WARNING` is also issued.

**Return Values**

Returns a string of flags associated with the result or `false` on failure.

The following flags are reported, if your version of MySQL is current enough to support them:

- "not_null",
- "primary_key",
- "unique_key",
- "multiple_key",
- "blob",
- "unsigned",
- "zerofill",
- "binary",
- "enum",
- "auto_increment" and "timestamp".
Examples

Example 7.164 A **mysql_field_flags** example

```php
<?php
$result = mysql_query("SELECT id,email FROM people WHERE id = '42'"RAINT J);
if (!$result) |
    echo 'Could not run query: ' . mysql_error();
exit;
$flags = mysql_field_flags($result, 0);
echo $flags;
print_r(explode(' ', $flags));
?>
```

The above example will output something similar to:

```
not_null primary_key auto_increment
Array
{
    [0] => not_null
    [1] => primary_key
    [2] => auto_increment
}
```

Notes

**Note**

For backward compatibility, the following deprecated alias may be used:

mysql_fieldflags

See Also

mysql_field_type
mysql_field_len

7.5.5.20 **mysql_field_len**

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- mysql_field_len

Returns the length of the specified field

**Warning**

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

- mysqli_fetch_field_direct [length]
- PDOStatement::getColumnMeta [len]

**Description**

```php
int|false mysql_field_len(
    resource result,
    int field_offset);
```
**mysql_field_len** returns the length of the specified field.

**Parameters**

- **result**: The result resource that is being evaluated. This result comes from a call to **mysql_query**.
- **field_offset**: The numerical field offset. The `field_offset` starts at 0. If `field_offset` does not exist, an error of level **E_WARNING** is also issued.

**Return Values**

The length of the specified field index on success or **false** on failure.

**Examples**

**Example 7.165 mysql_field_len example**

```php
<?php
$result = mysql_query("SELECT id,email FROM people WHERE id = '42'");
if (!$result) {
    echo 'Could not run query: ' . mysql_error();
    exit;
}
// Will get the length of the id field as specified in the database
// schema.
$length = mysql_field_len($result, 0);
echo $length;
?>
```

**Notes**

- **Note**
  
  For backward compatibility, the following deprecated alias may be used:
  
  mysql_fieldlen

**See Also**

- mysql_fetch_lengths
- strlen

**7.5.5.21 mysql_field_name**

Get the name of the specified field in a result

**Warning**

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the **MySQLi** or **PDO_MySQL** extension should be used. See also **MySQL: choosing an API** guide and related FAQ for more information. Alternatives to this function include:

- mysqli_fetch_field_direct [name] or [orgname]
- PDOStatement::getColumnMeta [name]
MySQL Functions

Description

```php
string|false mysql_field_name(
    resource result,
    int field_offset);
```

`mysql_field_name` returns the name of the specified field index.

Parameters

- **result**: The result resource that is being evaluated. This result comes from a call to `mysql_query`.
- **field_offset**: The numerical field offset. The `field_offset` starts at 0. If `field_offset` does not exist, an error of level `E_WARNING` is also issued.

Return Values

The name of the specified field index on success or `false` on failure.

Examples

**Example 7.166 `mysql_field_name` example**

```php
<?php
/* The users table consists of three fields:
 *   user_id
 *   username
 *   password.
 */
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect to MySQL server: ' . mysql_error());
}
$dbname = 'mydb';
$db_selected = mysql_select_db($dbname, $link);
if (!$db_selected) {
    die("Could not set $dbname: " . mysql_error());
}
$res = mysql_query('select * from users', $link);
echo mysql_field_name($res, 0) . "\n";
echo mysql_field_name($res, 2);
?>
```

The above example will output:

```
user_id
password
```

Notes

**Note**

Field names returned by this function are *case-sensitive*.

**Note**

For backward compatibility, the following deprecated alias may be used: `mysql_fieldname`
Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

- mysqli_field_seek
- PDOStatement::fetch using the cursor_orientation and offset parameters

Description

```php
bool mysql_field_seek( 
    resource result, 
    int field_offset);
```

Seeks to the specified field offset. If the next call to `mysql_fetch_field` doesn't include a field offset, the field offset specified in `mysql_field_seek` will be returned.

Parameters

- `result` The result resource that is being evaluated. This result comes from a call to `mysql_query`.
- `field_offset` The numerical field offset. The `field_offset` starts at 0. If `field_offset` does not exist, an error of level `E_WARNING` is also issued.

Return Values

Returns `true` on success or `false` on failure.

See Also

- `mysql_fetch_field`

7.5.5.23 `mysql_field_table`

Get name of the table the specified field is in

Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See

See Also

- `mysql_field_type`
- `mysql_field_len`
Description

```php
string mysql_field_table(
    resource result,
    int field_offset);
```

Returns the name of the table that the specified field is in.

Parameters

- `result` The result resource that is being evaluated. This result comes from a call to `mysql_query`.
- `field_offset` The numerical field offset. The `field_offset` starts at 0. If `field_offset` does not exist, an error of level `E_WARNING` is also issued.

Return Values

- The name of the table on success.

Examples

**Example 7.167 A `mysql_field_table` example**

```php
<?php
$query = "SELECT account.*, country.* FROM account, country WHERE country.name = 'Portugal' AND account.country_id = country.id";
// get the result from the DB
$result = mysql_query($query);
// Lists the table name and then the field name
for ($i = 0; $i < mysql_num_fields($result); ++$i) {
    $table = mysql_field_table($result, $i);
    $field = mysql_field_name($result, $i);
    echo "$table: $field\n";
}
?>
```

Notes

**Note**

For backward compatibility, the following deprecated alias may be used:

- `mysql_fieldtable`

See Also

- `mysql_list_tables`

7.5.5.24 **`mysql_field_type`**

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- `mysql_field_type`

Get the type of the specified field in a result.
MySQL Functions

Warning
This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

```
mysqli_fetch_field_direct [type]
PDOStatement::getColumnMeta [driver:decl_type] or [pdo_type]
```

Description

```
string mysql_field_type(
    resource result,
    int field_offset);
```

`mysql_field_type` is similar to the `mysql_field_name` function. The arguments are identical, but the field type is returned instead.

Parameters

- **result**
  - The result resource that is being evaluated. This result comes from a call to `mysql_query`.

- **field_offset**
  - The numerical field offset. The `field_offset` starts at 0. If `field_offset` does not exist, an error of level `E_WARNING` is also issued.

Return Values

The returned field type will be one of "int", "real", "string", "blob", and others as detailed in the MySQL documentation.

Examples

**Example 7.168 mysql_field_type example**

```php
<?php
mysql_connect("localhost", "mysql_username", "mysql_password");
mysql_select_db("mysql");
$result = mysql_query("SELECT * FROM func");
$fields = mysql_num_fields($result);
$rows = mysql_num_rows($result);
$table = mysql_field_table($result, 0);
echo "Your '" . $table . "' table has " . $fields . " fields and " . $rows . " record(s)\n";

for ($i=0; $i < $fields; $i++) {
    $type = mysql_field_type($result, $i);
    $name = mysql_field_name($result, $i);
    $len = mysql_field_len($result, $i);
    $flags = mysql_field_flags($result, $i);
    echo $type . " " . $name . " " . $len . " " . $flags . "\n";
}
mysql_free_result($result);
mysql_close();
?>
```

The above example will output something similar to:

```
Your 'func' table has 4 fields and 1 record(s)
The table has the following fields:
string name 64 not_null primary_key binary
int ret 1 not_null
```
string dl 128 not_null
string type 9 not_null enum

Notes

Note
For backward compatibility, the following deprecated alias may be used:
mysql_fieldtype

See Also

mysql_field_name
mysql_field_len

7.5.5.25 mysql_free_result

Description

```
bool mysql_free_result(
    resource result);
```

mysql_free_result will free all memory associated with the result identifier result.

mysql_free_result only needs to be called if you are concerned about how much memory is being used for queries that return large result sets. All associated result memory is automatically freed at the end of the script's execution.

Parameters

result

The result resource that is being evaluated. This result comes from a call to mysql_query.

Return Values

Returns true on success or false on failure.

If a non-resource is used for the result, an error of level E_WARNING will be emitted. It's worth noting that mysql_query only returns a resource for SELECT, SHOW, EXPLAIN, and DESCRIBE queries.

Examples

Example 7.169 A mysql_free_result example
```php
<?php
$result = mysql_query("SELECT id, email FROM people WHERE id = '42' ");
if (!@$result) {
    echo 'Could not run query: ' . mysql_error();
    exit;
}
/* Use the result, assuming we're done with it afterwards */
$row = mysql_fetch_assoc($result);
/* Now we free up the result and continue on with our script */
mysql_free_result($result);
echo $row['id'];
echo $row['email'];
?>
```

### Notes

**Note**

For backward compatibility, the following deprecated alias may be used:

`mysql_free_result`

### See Also

- `mysql_query`
- `is_resource`

#### 7.5.5.26 `mysql_get_client_info`

**Description**

`string mysql_get_client_info();`

`mysql_get_client_info` returns a string that represents the client library version.

**Return Values**

The MySQL client version.

**Examples**

**Example 7.170 `mysql_get_client_info` example**

```php
<?php
printf("MySQL client info: %s\n", mysql_get_client_info());
?>
```
The above example will output something similar to:

MySQL client info: 3.23.39

See Also

- mysql_get_host_info
- mysql_get_proto_info
- mysql_get_server_info

7.5.5.27 mysql_get_host_info

Get MySQL host info

Description

string|false mysql_get_host_info(
    resource link_identifier
    = NULL);

Describes the type of connection in use for the connection, including the server host name.

Parameters

- `link_identifier` The MySQL connection. If the link identifier is not specified, the last link opened by `mysql_connect` is assumed. If no such link is found, it will try to create one as if `mysql_connect` had been called with no arguments. If no connection is found or established, an E_WARNING level error is generated.

Return Values

Returns a string describing the type of MySQL connection in use for the connection or false on failure.

Examples

Example 7.171 mysql_get_host_info example

```php
<?php
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: ' . mysql_error());
}
printf("MySQL host info: %s\n", mysql_get_host_info());
?>
```
MySQL Functions

The above example will output something similar to:

MySQL host info: Localhost via UNIX socket

See Also

mysql_get_client_info
mysql_get_proto_info
mysql_get_server_info

7.5.5.28 mysql_get_proto_info

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• mysql_get_proto_info

Get MySQL protocol info

Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQL or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

mysqli_get_proto_info

Description

int|false mysql_get_proto_info(
    resource link_identifier
    = =NULL);

Retrieves the MySQL protocol.

Parameters

link_identifier

The MySQL connection. If the link identifier is not specified, the last link opened by mysql_connect is assumed. If no such link is found, it will try to create one as if mysql_connect had been called with no arguments. If no connection is found or established, an E_WARNING level error is generated.

Return Values

Returns the MySQL protocol on success or false on failure.

Examples

Example 7.172 mysql_get_proto_info example

```php
<?php
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: ' . mysql_error());
}
printf("MySQL protocol version: %s\n", mysql_get_proto_info());
?>
```
MySQL Functions

The above example will output something similar to:

MySQL protocol version: 10

See Also

mysql_get_client_info
mysql_get_host_info
mysql_get_server_info

7.5.5.29 mysql_get_server_info

Get MySQL server info

Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

mysqli_get_server_info
PDO::getAttribute(PDO::ATTR_SERVER_VERSION)

Description

string|false mysql_get_server_info(
    resource link_identifier
    = NULL);

Retrieves the MySQL server version.

Parameters

link_identifier

The MySQL connection. If the link identifier is not specified, the last link opened by mysql_connect is assumed. If no such link is found, it will try to create one as if mysql_connect had been called with no arguments. If no connection is found or established, an E_WARNING level error is generated.

Return Values

Returns the MySQL server version on success or false on failure.

Examples

Example 7.173 mysql_get_server_info example

```php
<?php
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: ' . mysql_error());
}
printf("MySQL server version: %s\n", mysql_get_server_info());
?>
```
The above example will output something similar to:

```
MySQL server version: 4.0.1-alpha
```

See Also

- `mysql_get_client_info`
- `mysql_get_host_info`
- `mysql_get_proto_info`
- `phpversion`

### 7.5.5.30 mysql_info

**Description**

```
string mysql_info(
    resource link_identifier
    = NULL);
```

Returns detailed information about the last query.

**Parameters**

- `link_identifier` The MySQL connection. If the link identifier is not specified, the last link opened by `mysql_connect` is assumed. If no such link is found, it will try to create one as if `mysql_connect` had been called with no arguments. If no connection is found or established, an `E_WARNING` level error is generated.

**Return Values**

Returns information about the statement on success, or `false` on failure. See the example below for which statements provide information, and what the returned value may look like. Statements that are not listed will return `false`.

**Examples**

#### Example 7.174 Relevant MySQL Statements

Statements that return string values. The numbers are only for illustrating purpose; their values will correspond to the query.

```
INSERT INTO ... SELECT ...
String format: Records: 23 Duplicates: 0 Warnings: 0
 INSERT INTO ... VALUES (...),(...),(...),(...)
```
Notes

Note

`mysql_info` returns a non-`false` value for the `INSERT ... VALUES` statement only if multiple value lists are specified in the statement.

See Also

`mysql_affected_rows`  
`mysql_insert_id`  
`mysql_stat`

7.5.5.31 `mysql_insert_id`

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• `mysql_insert_id`

Get the ID generated in the last query

Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

`mysqli_insert_id`  
`PDO::lastInsertId`

Description

```php
int mysql_insert_id(
    resource link_identifier
    = NULL);
```

Retrieves the ID generated for an AUTO_INCREMENT column by the previous query (usually INSERT).

Parameters

`link_identifier`  

The MySQL connection. If the link identifier is not specified, the last link opened by `mysql_connect` is assumed. If no such link is found, it will try to create one as if `mysql_connect` had been called with no arguments. If no connection is found or established, an `E_WARNING` level error is generated.

Return Values

The ID generated for an AUTO_INCREMENT column by the previous query on success, 0 if the previous query does not generate an AUTO_INCREMENT value, or `false` if no MySQL connection was established.
Examples

Example 7.175 `mysql_insert_id` example

```php
<?php
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Could not connect: ' . mysql_error());
}
mysql_select_db('mydb');
mysql_query("INSERT INTO mytable (product) values ('kossu')");
printf("Last inserted record has id %d\n", mysql_insert_id());
?>
```

Notes

**Caution**

`mysql_insert_id` will convert the return type of the native MySQL C API function `mysql_insert_id()` to a type of `long` (named int in PHP). If your AUTO_INCREMENT column has a column type of BIGINT (64 bits) the conversion may result in an incorrect value. Instead, use the internal MySQL SQL function `LAST_INSERT_ID()` in an SQL query. For more information about PHP's maximum integer values, please see the `integer` documentation.

**Note**

Because `mysql_insert_id` acts on the last performed query, be sure to call `mysql_insert_id` immediately after the query that generates the value.

**Note**

The value of the MySQL SQL function `LAST_INSERT_ID()` always contains the most recently generated AUTO_INCREMENT value, and is not reset between queries.

See Also

- `mysql_query`
- `mysql_info`

7.5.5.32 `mysql_list_dbs`

List databases available on a MySQL server

**Description**

```
resource mysql_list_dbs()
```
resource link_identifier = NULL;

Returns a result pointer containing the databases available from the current mysql daemon.

Parameters

link_identifier The MySQL connection. If the link identifier is not specified, the last link opened by mysql_connect is assumed. If no such link is found, it will try to create one as if mysql_connect had been called with no arguments. If no connection is found or established, an E_WARNING level error is generated.

Return Values

Returns a result pointer resource on success, or false on failure. Use the mysql_tablename function to traverse this result pointer, or any function for result tables, such as mysql_fetch_array.

Examples

Example 7.176 mysql_list_dbs example

```php
<?php
// Usage without mysql_list_dbs()
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
$res = mysql_query("SHOW DATABASES");
while ($row = mysql_fetch_assoc($res)) {
    echo $row['Database'] . "\n";
}
// Deprecated as of PHP 5.4.0
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
$db_list = mysql_list_dbs($link);
while ($row = mysql_fetch_object($db_list)) {
    echo $row->Database . "\n";
}
?>
```

The above example will output something similar to:

database1
database2
database3

Notes

Note
For backward compatibility, the following deprecated alias may be used:

mysql_listdbs

See Also

mysql_db_name
mysql_select_db

7.5.5.33 mysql_list_fields

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• mysql_list_fields
List MySQL table fields

Warning
This function was deprecated in PHP 5.4.0, and it and the entire original MySQL extension was removed in PHP 7.0.0. Instead, use either the actively developed MySQLi or PDO_MySQL extensions. See also the MySQL: choosing an API guide and its related FAQ entry for additional information. Alternatives to this function include:

SQL Query: SHOW COLUMNS FROM sometable

Description

resource mysql_list_fields(
    string database_name,
    string table_name,
    resource link_identifier = NULL);

Retrieves information about the given table name.

This function is deprecated. It is preferable to use mysql_query to issue an SQL SHOW COLUMNS FROM table [LIKE 'name'] statement instead.

Parameters

database_name
The name of the database that's being queried.

table_name
The name of the table that's being queried.

link_identifier
The MySQL connection. If the link identifier is not specified, the last link opened by mysql_connect is assumed. If no such link is found, it will try to create one as if mysql_connect had been called with no arguments. If no connection is found or established, an E_WARNING level error is generated.

Return Values

A result pointer resource on success, or false on failure.

The returned result can be used with mysql_field_flags, mysql_field_len, mysql_field_name and mysql_field_type.

Examples

Example 7.177 Alternate to deprecated mysql_list_fields

```php
<?php
$result = mysql_query("SHOW COLUMNS FROM sometable");
if (!$result) {
    echo 'Could not run query: ' . mysql_error();
    exit;
}
if (mysql_num_rows($result) > 0) {
    while ($row = mysql_fetch_assoc($result)) {
        print_r($row);
    }
}?
```
MySQL Functions

The above example will output something similar to:

```php
Array
{
    [Field] => id
    [Type] => int(7)
    [Null] =>
    [Key] => PRI
    [Default] =>
    [Extra] => auto_increment
}
Array
{
    [Field] => email
    [Type] => varchar(100)
    [Null] =>
    [Key] =>
    [Default] =>
    [Extra] =>
}
```

Notes

**Note**

For backward compatibility, the following deprecated alias may be used:

mysql_listfields

See Also

mysql_field_flags
mysql_info

7.5.5.34 **mysql_list_processes**

List MySQL processes

**Warning**

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

mysqli_thread_id

**Description**

```php
resource|false mysql_list_processes(
    resource link_identifier
    = NULL);
```

Retrieves the current MySQL server threads.

**Parameters**

`link_identifier` The MySQL connection. If the link identifier is not specified, the last link opened by `mysql_connect` is assumed. If no such link is found, it will try to create one as if `mysql_connect` had been
MySQL Functions

called with no arguments. If no connection is found or established, an E_WARNING level error is generated.

Return Values

A result pointer resource on success or false on failure.

Examples

Example 7.178 mysql_list_processes example

```php
<?php
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
$result = mysql_list_processes($link);
while ($row = mysql_fetch_assoc($result)){
    printf("%s %s %s %s %s\n", $row["Id"], $row["Host"], $row["db"],
        $row["Command"], $row["Time"]);
}
mysql_free_result($result);
?>
```

The above example will output something similar to:

```
1 localhost test Processlist 0
4 localhost mysql sleep 5
```

See Also

mysql_thread_id
mysql_stat

7.5.5.35 mysql_list_tables

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• mysql_list_tables

List tables in a MySQL database

Warning

This function was deprecated in PHP 4.3.0, and it and the entire original MySQL extension was removed in PHP 7.0.0. Instead, use either the actively developed MySQLi or PDO_MySQL extensions. See also the MySQL: choosing an API guide and its related FAQ entry for additional information. Alternatives to this function include:

SQL Query: SHOW TABLES FROM dbname

Description

resource|false mysql_list_tables(
    string database,
    resource link_identifier
        = NULL);

Retrieves a list of table names from a MySQL database.

This function is deprecated. It is preferable to use mysql_query to issue an SQL SHOW TABLES [FROM db_name] [LIKE 'pattern'] statement instead.
MySQL Functions

Parameters

- **database**
  - The name of the database

- **link_identifier**
  - The MySQL connection. If the link identifier is not specified, the last link opened by `mysql_connect` is assumed. If no such link is found, it will try to create one as if `mysql_connect` had been called with no arguments. If no connection is found or established, an `E_WARNING` level error is generated.

Return Values

A result pointer resource on success or `false` on failure.

Use the `mysql_tablename` function to traverse this result pointer, or any function for result tables, such as `mysql_fetch_array`.

Changelog

<table>
<thead>
<tr>
<th>Version</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.3.7</td>
<td>This function became deprecated.</td>
</tr>
</tbody>
</table>

Examples

**Example 7.179 mysql_list_tables alternative example**

```php
<?php
$dbname = 'mysql_dbname';
if (!mysql_connect('mysql_host', 'mysql_user', 'mysql_password')) {
    echo 'Could not connect to mysql';
    exit;
}
$sql = "SHOW TABLES FROM $dbname";
$result = mysql_query($sql);
if (!$result) {
    echo "DB Error, could not list tables\n";
    echo 'MySQL Error: '.mysql_error();
    exit;
}
while ($row = mysql_fetch_row($result)) {
    echo "Table: {$row[0]}\n";
}
mysql_free_result($result);
?>```

Notes

**Note**

For backward compatibility, the following deprecated alias may be used: `mysql_listtables`

See Also

- `mysql_list_dbs`
- `mysql_tablename`

7.5.5.36 **mysql_num_fields**

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MySQL Functions

- `mysql_num_fields`

  Get number of fields in result

  **Warning**

  This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

  - `mysqli_num_fields`
  - `PDOStatement::columnCount`

  **Description**

  ```php
  int|false mysql_num_fields(
      resource result);
  ```

  Retrieves the number of fields from a query.

  **Parameters**

  - `result` The result resource that is being evaluated. This result comes from a call to `mysql_query`.

  **Return Values**

  Returns the number of fields in the result set resource on success or `false` on failure.

  **Examples**

  **Example 7.180 A `mysql_num_fields` example**

  ```php
  <?php
  $result = mysql_query("SELECT id,email FROM people WHERE id = '42'");
  if (!$result) {
      echo 'Could not run query: ' . mysql_error();
      exit;
  }
  /* returns 2 because id,email === two fields */
  echo mysql_num_fields($result);
  ?>
  ```

  **Notes**

  **Note**

  For backward compatibility, the following deprecated alias may be used:

  `mysql_numfields`

  **See Also**

  - `mysql_select_db`
  - `mysql_query`
  - `mysql_fetch_field`
  - `mysql_num_rows`

  **7.5.37 `mysql_num_rows`**

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• **mysql_num_rows**

  Get number of rows in result

---

**Warning**

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQL or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

- mysqli_num_rows
- mysqli_stmt_num_rows
- PDOStatement::rowCount

---

**Description**

```php
int|false mysql_num_rows(
  resource result);
```

Retrieves the number of rows from a result set. This command is only valid for statements like SELECT or SHOW that return an actual result set. To retrieve the number of rows affected by a INSERT, UPDATE, REPLACE or DELETE query, use `mysql_affected_rows`.

**Parameters**

- `result`: The result resource that is being evaluated. This result comes from a call to `mysql_query`.

**Return Values**

The number of rows in a result set on success or `false` on failure.

**Examples**

**Example 7.181 mysql_num_rows example**

```php
<?php
$link = mysql_connect("localhost", "mysql_user", "mysql_password");
mysql_select_db("database", $link);
$result = mysql_query("SELECT * FROM table1", $link);
$num_rows = mysql_num_rows($result);
echo "$num_rows Rows\n";
?>
```

**Notes**

- **Note**
  
  If you use `mysql_unbuffered_query`, `mysql_num_rows` will not return the correct value until all the rows in the result set have been retrieved.

- **Note**
  
  For backward compatibility, the following deprecated alias may be used: `mysql_numrows`

**See Also**

- `mysql_affected_rows`
- `mysql_connect`
MySQL Functions

7.5.5.38 mysql_pconnect

Open a persistent connection to a MySQL server

Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

- `mysqli_connect` with `p` host prefix
- `PDO::__construct` with `PDO::ATTR_PERSISTENT` as a driver option

Description

resource mysql_pconnect(
    string server = =ini_get("mysql.default_host"),
    string username = =ini_get("mysql.default_user"),
    string password = =ini_get("mysql.default_password"),
    int client_flags = =0);

Establishes a persistent connection to a MySQL server.

`mysql_pconnect` acts very much like `mysql_connect` with two major differences.

First, when connecting, the function would first try to find a (persistent) link that's already open with the same host, username and password. If one is found, an identifier for it will be returned instead of opening a new connection.

Second, the connection to the SQL server will not be closed when the execution of the script ends. Instead, the link will remain open for future use (`mysql_close` will not close links established by `mysql_pconnect`).

This type of link is therefore called 'persistent'.

Parameters

- `server` The MySQL server. It can also include a port number. e.g. "hostname:port" or a path to a local socket e.g. "/path/to/socket" for the localhost.
  
  If the PHP directive `mysql.default_host` is undefined (default), then the default value is 'localhost:3306'

- `username` The username. Default value is the name of the user that owns the server process.

- `password` The password. Default value is an empty password.

- `client_flags` The `client_flags` parameter can be a combination of the following constants: 128 (enable LOAD

---

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MySQL Functions

DATA LOCAL handling), MYSQL_CLIENT_SSL, MYSQL_CLIENT_COMPRESS, MYSQL_CLIENT_IGNORE_SPACE or MYSQL_CLIENT_INTERACTIVE.

Return Values

Returns a MySQL persistent link identifier on success, or false on failure.

Changelog

<table>
<thead>
<tr>
<th>Version</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>5.5.0</td>
<td>This function will generate an E_DEPRECATED error.</td>
</tr>
</tbody>
</table>

Notes

Note

Note, that these kind of links only work if you are using a module version of PHP. See the Persistent Database Connections section for more information.

Warning

Using persistent connections can require a bit of tuning of your Apache and MySQL configurations to ensure that you do not exceed the number of connections allowed by MySQL.

See Also

mysql_connect
Persistent Database Connections

7.5.5.39 mysql_ping

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mysql_ping

Ping a server connection or reconnect if there is no connection

Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information.

Alternatives to this function include:

mysqli_ping

Description

bool mysql_ping(
    resource link_identifier = NULL);

Checks whether or not the connection to the server is working. If it has gone down, an automatic reconnection is attempted. This function can be used by scripts that remain idle for a long while, to check whether or not the server has closed the connection and reconnect if necessary.

Note

Automatic reconnection is disabled by default in versions of MySQL >= 5.0.3.
Parameters

`link_identifier` The MySQL connection. If the link identifier is not specified, the last link opened by `mysql_connect` is assumed. If no such link is found, it will try to create one as if `mysql_connect` had been called with no arguments. If no connection is found or established, an `E_WARNING` level error is generated.

Return Values

Returns `true` if the connection to the server MySQL server is working, otherwise `false`.

Examples

Example 7.182 A `mysql_ping` example

```php
<?php
set_time_limit(0);
$conn = mysql_connect('localhost', 'mysqluser', 'mypass');
$db = mysql_select_db('mydb');
/* Assuming this query will take a long time */
$result = mysql_query($sql);
if (!$result) {
   echo 'Query #1 failed, exiting.';
   exit;
}
/* Make sure the connection is still alive, if not, try to reconnect */
if (!mysql_ping($conn)) {
   echo 'Lost connection, exiting after query #1';
   exit;
}
mysql_free_result($result);
/* So the connection is still alive, let's run another query */
$result2 = mysql_query($sql2);
?>
```

See Also

`mysql_thread_id`
`mysql_list_processes`

7.5.5.40 `mysql_query`

Description

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the `mysqli_query` or `PDO::query` extension should be used. See also `MySQL: choosing an API` guide and `related FAQ` for more information. Alternatives to this function include:

- `mysqli_query`
- `PDO::query`

Warning

Send a MySQL query
`resource link_identifier = NULL;`

`mysql_query` sends a unique query (multiple queries are not supported) to the currently active database on the server that's associated with the specified `link_identifier`.

**Parameters**

- **query**: An SQL query
  - The query string should not end with a semicolon. Data inside the query should be properly escaped.
- **link_identifier**: The MySQL connection. If the link identifier is not specified, the last link opened by `mysql_connect` is assumed. If no such link is found, it will try to create one as if `mysql_connect` had been called with no arguments. If no connection is found or established, an `E_WARNING` level error is generated.

**Return Values**

- For `SELECT`, `SHOW`, `DESCRIBE`, `EXPLAIN` and other statements returning a resultset, `mysql_query` returns a resource on success, or `false` on error.
- For other type of SQL statements, `INSERT`, `UPDATE`, `DELETE`, `DROP`, etc, `mysql_query` returns `true` on success or `false` on error.

The returned result resource should be passed to `mysql_fetch_array`, and other functions for dealing with result tables, to access the returned data.

Use `mysql_num_rows` to find out how many rows were returned for a `SELECT` statement or `mysql_affected_rows` to find out how many rows were affected by a `DELETE`, `INSERT`, `REPLACE`, or `UPDATE` statement.

`mysql_query` will also fail and return `false` if the user does not have permission to access the table(s) referenced by the query.

**Examples**

**Example 7.183 Invalid Query**

The following query is syntactically invalid, so `mysql_query` fails and returns `false`.

```php
<?php
$result = mysql_query('SELECT * WHERE 1=1');
if (!$result) {
    die('Invalid query: ' . mysql_error());
}?
```

**Example 7.184 Valid Query**

The following query is valid, so `mysql_query` returns a resource.

```php
// This could be supplied by a user, for example
$firstname = 'fred';
$lastname = 'fox';
// Formulate Query
// This is the best way to perform an SQL query
// For more examples, see mysql_real_escape_string()
$query = sprintf("SELECT firstname, lastname, address, age FROM friends")
```
WHERE firstname='%s' AND lastname='%s',
mysql_real_escape_string($firstname),
mysql_real_escape_string($lastname));

// Perform Query
$result = mysql_query($query);
// Check result
// This shows the actual query sent to MySQL, and the error. Useful for debugging.
if (!$result) {
    $message = 'Invalid query: ' . mysql_error() . "\n";
    $message .= 'Whole query: ' . $query;
    die($message);
}

// Use result
// Attempting to print $result won't allow access to information in the resource
// One of the mysql result functions must be used
// See also mysql_result(), mysql_fetch_array(), mysql_fetch_row(), etc.
while ($row = mysql_fetch_assoc($result)) {
    echo $row['firstname'];
    echo $row['lastname'];
    echo $row['address'];
    echo $row['age'];
}
// Free the resources associated with the result set
// This is done automatically at the end of the script
mysql_free_result($result);
?>

See Also

mysql_connect
mysql_error
mysql_real_escape_string
mysql_result
mysql_fetch_assoc
mysql_unbuffered_query

7.5.5.41 mysql_real_escape_string

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- mysql_real_escape_string

Escapes special characters in a string for use in an SQL statement

**Warning**

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQL or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

- mysqli_real_escape_string
- PDO::quote

**Description**

```php
string mysql_real_escape_string(
    string unescaped_string,
    resource link_identifier = NULL);
```

Escapes special characters in the *unescaped_string*, taking into account the current character set of the connection so that it is safe to place it in a *mysql_query*. If binary data is to be inserted, this function must be used.
**MySQL Functions**

`mysql_real_escape_string` calls MySQL's library function `mysql_real_escape_string`, which prepends backslashes to the following characters: `\x00, \n, \r, ', " and `\x1a`.

This function must always (with few exceptions) be used to make data safe before sending a query to MySQL.

### Security: the default character set

The character set must be set either at the server level, or with the API function `mysql_set_charset` for it to affect `mysql_real_escape_string`. See the concepts section on character sets for more information.

### Parameters

- **unescaped_string**: The string that is to be escaped.
- **link_identifier**: The MySQL connection. If the link identifier is not specified, the last link opened by `mysql_connect` is assumed. If no such link is found, it will try to create one as if `mysql_connect` had been called with no arguments. If no connection is found or established, an **E_WARNING** level error is generated.

### Return Values

Returns the escaped string, or **false** on error.

### Errors/Exceptions

Executing this function without a MySQL connection present will also emit **E_WARNING** level PHP errors. Only execute this function with a valid MySQL connection present.

### Examples

#### Example 7.185 Simple `mysql_real_escape_string` example

```php
<?php
  // Connect
  $link = mysql_connect('mysql_host', 'mysql_user', 'mysql_password')
    OR die(mysql_error());
  // Query
  $query = sprintf("SELECT * FROM users WHERE user='%s' AND password='%s',
                    mysql_real_escape_string($user),
                    mysql_real_escape_string($password));
?>
```

#### Example 7.186 `mysql_real_escape_string` requires a connection example

This example demonstrates what happens if a MySQL connection is not present when calling this function.

```php
<?php
  // We have not connected to MySQL
  $lastname = "O'Reilly";
  $_lastname = mysql_real_escape_string($lastname);
  $query = "SELECT * FROM actors WHERE last_name = '"$_lastname'";
  var_dump($_lastname);
  var_dump($query);
?>
```
The above example will output something similar to:

```
Warning: mysql_real_escape_string(): No such file or directory in /this/test/script.php on line 5
Warning: mysql_real_escape_string(): A link to the server could not be established in /this/test/script.php on line 5
bool(false)
string(41) "SELECT * FROM actors WHERE last_name = ''"
```

Example 7.187 An example SQL Injection Attack

```php
<?php
// We didn't check $_POST['password'], it could be anything the user wanted! For example:
$_POST['username'] = 'aidan';
$_POST['password'] = '' OR '==';
// Query database to check if there are any matching users
$query = "SELECT * FROM users WHERE user='{$_POST['username']}' AND password='{$_POST['password']}'";
mysql_query($query);
// This means the query sent to MySQL would be:
echo $query;
?>
```

The query sent to MySQL:

```
SELECT * FROM users WHERE user='aidan' AND password='' OR ''=''
```

This would allow anyone to log in without a valid password.

**Notes**

**Note**

A MySQL connection is required before using `mysql_real_escape_string` otherwise an error of level `E_WARNING` is generated, and `false` is returned. If `link_identifier` isn’t defined, the last MySQL connection is used.

**Note**

If `magic_quotes_gpc` is enabled, first apply `stripslashes` to the data. Using this function on data which has already been escaped will escape the data twice.

**Note**

If this function is not used to escape data, the query is vulnerable to SQL Injection Attacks.

**Note**

`mysql_real_escape_string` does not escape `%` and `_`. These are wildcards in MySQL if combined with `LIKE`, `GRANT`, or `REVOKE`.

**See Also**

- `mysql_set_charset`
- `mysql_client_encoding`
- `addslashes`
- `stripslashes`
- The `magic_quotes_gpc` directive
The `magic_quotes_runtime` directive

### 7.5.5.42 `mysql_result`

**Description**

Retrieves the contents of one cell from a MySQL result set.

When working on large result sets, you should consider using one of the functions that fetch an entire row (specified below). As these functions return the contents of multiple cells in one function call, they're MUCH quicker than `mysql_result`. Also, note that specifying a numeric offset for the field argument is much quicker than specifying a fieldname or tablename.fieldname argument.

**Parameters**

- **result**
  
  The result resource that is being evaluated. This result comes from a call to `mysql_query`.

- **row**
  
  The row number from the result that's being retrieved. Row numbers start at 0.

- **field**
  
  The name or offset of the field being retrieved.

  It can be the field's offset, the field's name, or the field's table dot field name (tablename.fieldname). If the column name has been aliased ('select foo as bar from...'), use the alias instead of the column name. If undefined, the first field is retrieved.

**Return Values**

The contents of one cell from a MySQL result set on success, or `false` on failure.

**Examples**

Example 7.188 `mysql_result` example

```php
<?php
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
if (!$link) {
    // Handle connection error
}
```
die('Could not connect: ' . mysql_error());
}
if (!mysql_select_db('database_name')) {
    die('Could not select database: ' . mysql_error());
}
$result = mysql_query('SELECT name FROM work.employee');
if (!$result) {
    die('Could not query: ' . mysql_error());
}
echo mysql_result($result, 2); // outputs third employee's name
mysql_close($link);
?>

Notes

<table>
<thead>
<tr>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>Calls to <code>mysql_result</code> should not be mixed with calls to other functions that deal with the result set.</td>
</tr>
</tbody>
</table>

See Also

- `mysql_fetch_row`
- `mysql_fetch_array`
- `mysql_fetch_assoc`
- `mysql_fetch_object`

7.5.5.43 `mysql_select_db`

Select a MySQL database

Description

```php
bool mysql_select_db(
    string database_name,
    resource link_identifier
    = NULL);
```

Sets the current active database on the server that's associated with the specified link identifier. Every subsequent call to `mysql_query` will be made on the active database.

Parameters

- **database_name**
  - The name of the database that is to be selected.
- **link_identifier**
  - The MySQL connection. If the link identifier is not specified, the last link opened by `mysql_connect` is assumed. If no such link is found, it will try to create one as if `mysql_connect` had been...
MySQL Functions

called with no arguments. If no connection is found or established, an E_WARNING level error is generated.

Return Values

Returns true on success or false on failure.

Examples

Example 7.189 mysql_select_db example

```php
<?php
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
if (!$link) {
    die('Not connected : ' . mysql_error());
}
// make foo the current db
$db_selected = mysql_select_db('foo', $link);
if (!$db_selected) {
    die ('Can\'t use foo : ' . mysql_error());
}
?>
```

Notes

Note

For backward compatibility, the following deprecated alias may be used:

mysql_selectdb

See Also

mysql_connect
mysql_pconnect
mysql_query

7.5.5.44 mysql_set_charset

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- mysql_set_charset

Sets the client character set

Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

mysql_set_charset
PDO: Add charset to the connection string, such as charset=utf8

Description

bool mysql_set_charset(
    string charset,
    resource link_identifier = NULL);

Sets the default character set for the current connection.
Parameters

- **charset**: A valid character set name.
- **link_identifier**: The MySQL connection. If the link identifier is not specified, the last link opened by `mysql_connect` is assumed. If no such link is found, it will try to create one as if `mysql_connect` had been called with no arguments. If no connection is found or established, an **E_WARNING** level error is generated.

Return Values

Returns **true** on success or **false** on failure.

Notes

<table>
<thead>
<tr>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>This function requires MySQL 5.0.7 or later.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>This is the preferred way to change the charset. Using <code>mysql_query</code> to set it (such as <code>SET NAMES utf8</code>) is not recommended. See the MySQL character set concepts section for more information.</td>
</tr>
</tbody>
</table>

See Also

- Setting character sets in MySQL
- List of character sets that MySQL supports
- `mysql_client_encoding`

### 7.5.5.45 `mysql_stat`

**Description**

`mysql_stat()` returns the current server status.

**Parameters**

- **link_identifier**: The MySQL connection. If the link identifier is not specified, the last link opened by `mysql_connect` is assumed. If no such link
is found, it will try to create one as if `mysql_connect` had been called with no arguments. If no connection is found or established, an `E_WARNING` level error is generated.

Return Values

Returns a string with the status for uptime, threads, queries, open tables, flush tables and queries per second. For a complete list of other status variables, you have to use the `SHOW STATUS` SQL command. If `link_identifier` is invalid, `null` is returned.

Examples

Example 7.190 `mysql_stat` example

```php
<?php
$link   = mysql_connect('localhost', 'mysql_user', 'mysql_password');
$status = explode('  ', mysql_stat($link));
print_r($status);
?>
```

The above example will output something similar to:

```php
Array
```

Example 7.191 Alternative `mysql_stat` example

```php
<?php
$link   = mysql_connect('localhost', 'mysql_user', 'mysql_password');
$result = mysql_query('SHOW STATUS', $link);
while ($row = mysql_fetch_assoc($result)) {
    echo $row['Variable_name'] . ' = ' . $row['Value'] . "\n";
}
?>
```

The above example will output something similar to:

```php
back_log = 50
basedir = /usr/local/
bdb_cache_size = 8388600
bdb_log_buffer_size = 32768
bdb_home = /var/db/mysql/
bdb_max_lock = 10000
bdb_logdir =
bdb_shared_data = OFF
bdb_tmpdir = /var/tmp/
...
See Also

mysql_get_server_info
mysql_list_processes

7.5.5.46 mysql_tablename

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- mysql_tablename
  Get table name of field

Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

SQL Query: SHOW TABLES

Description

string|false mysql_tablename(
  resource result,
  int i);

Retrieves the table name from a result.

This function is deprecated. It is preferable to use mysql_query to issue an SQL SHOW TABLES [FROM db_name] [LIKE 'pattern'] statement instead.

Parameters

result A result pointer resource that's returned from mysql_list_tables.

i The integer index (row/table number)

Return Values

The name of the table on success or false on failure.

Use the mysql_tablename function to traverse this result pointer, or any function for result tables, such as mysql_fetch_array.

Changelog

<table>
<thead>
<tr>
<th>Version</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>5.5.0</td>
<td>The mysql_tablename function is deprecated, and emits an E_DEPRECATED level error.</td>
</tr>
</tbody>
</table>

Examples

Example 7.192 mysql_tablename example

```php
<?php
mysql_connect("localhost", "mysql_user", "mysql_password");
$result = mysql_list_tables("mydb");
$num_rows = mysql_num_rows($result);
for ($i = 0; $i < $num_rows; $i++) {
```
MySQL Functions

```php
    echo "Table: ", mysql_tablename($result, $i), "\n";
}
mysql_free_result($result);
?>
```

**Notes**

**Note**

The **mysql_num_rows** function may be used to determine the number of tables in the result pointer.

**See Also**

- **mysql_list_tables**
- **mysql_field_table**
- **mysql_db_name**

### 7.5.5.47 mysql_thread_id

**Description**

The current thread ID

### Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

- **mysqli_thread_id**

```php
    int|false mysql_thread_id(
        resource link_identifier
            = =NULL);
```

Retrieves the current thread ID. If the connection is lost, and a reconnect with **mysql_ping** is executed, the thread ID will change. This means only retrieve the thread ID when needed.

**Parameters**

**link_identifier**

The MySQL connection. If the link identifier is not specified, the last link opened by **mysql_connect** is assumed. If no such link is found, it will try to create one as if **mysql_connect** had been called with no arguments. If no connection is found or established, an **E_WARNING** level error is generated.

**Return Values**

The thread ID on success or **false** on failure.

**Examples**

**Example 7.193 mysql_thread_id example**

```php
<?php
```
$link = mysql_connect('localhost', 'mysql_user', 'mysql_password');
$link_id = mysql_thread_id($link);
if ($thread_id){
    printf("current thread id is %d\n", $thread_id);
}
?>

The above example will output something similar to:

current thread id is 73

See Also

mysql_ping
mysql_list_processes

7.5.5.48 mysql_unbuffered_query

Send an SQL query to MySQL without fetching and buffering the result rows

Warning

This extension was deprecated in PHP 5.5.0, and it was removed in PHP 7.0.0. Instead, the MySQLi or PDO_MySQL extension should be used. See also MySQL: choosing an API guide and related FAQ for more information. Alternatives to this function include:

See: Buffered and Unbuffered queries

Description

resource mysql_unbuffered_query(
    string query,
    resource link_identifier = NULL)

mysql_unbuffered_query sends the SQL query query to MySQL without automatically fetching and buffering the result rows as mysql_query does. This saves a considerable amount of memory with SQL queries that produce large result sets, and you can start working on the result set immediately after the first row has been retrieved as you don’t have to wait until the complete SQL query has been performed. To use mysql_unbuffered_query while multiple database connections are open, you must specify the optional parameter link_identifier to identify which connection you want to use.

Parameters

query

The SQL query to execute.

Data inside the query should be properly escaped.

link_identifier

The MySQL connection. If the link identifier is not specified, the last link opened by mysql_connect is assumed. If no such link is found, it will try to create one as if mysql_connect had been called with no arguments. If no connection is found or established, an E_WARNING level error is generated.
Return Values

For SELECT, SHOW, DESCRIBE or EXPLAIN statements, `mysql_unbuffered_query` returns a resource on success, or `false` on error.

For other type of SQL statements, UPDATE, DELETE, DROP, etc, `mysql_unbuffered_query` returns `true` on success or `false` on error.

Notes

Note

The benefits of `mysql_unbuffered_query` come at a cost: you cannot use `mysql_num_rows` and `mysql_data_seek` on a result set returned from `mysql_unbuffered_query`, until all rows are fetched. You also have to fetch all result rows from an unbuffered SQL query before you can send a new SQL query to MySQL, using the same `link_identifier`.

See Also

`mysql_query`

7.6 MySQL Native Driver

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MySQL Native Driver is a replacement for the MySQL Client Library (libmysqlclient). MySQL Native Driver is part of the official PHP sources as of PHP 5.3.0.

The MySQL database extensions MySQL extension, `mysqli` and PDO MYSQL all communicate with the MySQL server. In the past, this was done by the extension using the services provided by the MySQL Client Library. The extensions were compiled against the MySQL Client Library in order to use its client-server protocol.

With MySQL Native Driver there is now an alternative, as the MySQL database extensions can be compiled to use MySQL Native Driver instead of the MySQL Client Library.

MySQL Native Driver is written in C as a PHP extension.

7.6.1 Overview

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What it is not

Although MySQL Native Driver is written as a PHP extension, it is important to note that it does not provide a new API to the PHP programmer. The programmer APIs for MySQL database connectivity are provided by the MySQL extension, `mysqli` and PDO MYSQL. These extensions can now use the services of MySQL Native Driver to communicate with the MySQL Server. Therefore, you should not think of MySQL Native Driver as an API.

Why use it?

Using the MySQL Native Driver offers a number of advantages over using the MySQL Client Library.

The older MySQL Client Library was written by MySQL AB (now Oracle Corporation) and so was released under the MySQL license. This ultimately led to MySQL support being disabled by default in PHP. However, the MySQL Native Driver has been developed as part of the PHP project, and is therefore released under the PHP license. This removes licensing issues that have been problematic in the past.
Also, in the past, you needed to build the MySQL database extensions against a copy of the MySQL Client Library. This typically meant you needed to have MySQL installed on a machine where you were building the PHP source code. Also, when your PHP application was running, the MySQL database extensions would call down to the MySQL Client library file at run time, so the file needed to be installed on your system. With MySQL Native Driver that is no longer the case as it is included as part of the standard distribution. So you do not need MySQL installed in order to build PHP or run PHP database applications.

Because MySQL Native Driver is written as a PHP extension, it is tightly coupled to the workings of PHP. This leads to gains in efficiency, especially when it comes to memory usage, as the driver uses the PHP memory management system. It also supports the PHP memory limit. Using MySQL Native Driver leads to comparable or better performance than using MySQL Client Library, it always ensures the most efficient use of memory. One example of the memory efficiency is the fact that when using the MySQL Client Library, each row is stored in memory twice, whereas with the MySQL Native Driver each row is only stored once in memory.

### Reporting memory usage

Because MySQL Native Driver uses the PHP memory management system, its memory usage can be tracked with `memory_get_usage`. This is not possible with libmysqlclient because it uses the C function malloc() instead.

### Special features

MySQL Native Driver also provides some special features not available when the MySQL database extensions use MySQL Client Library. These special features are listed below:

- Improved persistent connections
- The special function `mysqli_fetch_all`
- Performance statistics calls: `mysqli_get_client_stats`, `mysqli_get_connection_stats`

The performance statistics facility can prove to be very useful in identifying performance bottlenecks.

MySQL Native Driver also allows for persistent connections when used with the `mysqli` extension.

### SSL Support

MySQL Native Driver supports SSL.

### Compressed Protocol Support

MySQL Native Driver supports the compressed client server protocol. Extension `ext/mysqli`, if configured to use MySQL Native Driver, can also take advantage of this feature. Note that `PDO_MYSQL` does NOT support compression when used together with mysqlnd.

### Named Pipes Support

Named pipes can be used to connect on Windows environments.

### 7.6.2 Installation

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**Installation on Unix**

The MySQL database extensions must be configured to use the MySQL Client Library. In order to use the MySQL Native Driver, PHP needs to be built specifying that the MySQL database extensions are compiled with MySQL Native Driver support. This is done through configuration options prior to building the PHP source code.
For example, to build the MySQL extension, `mysqli` and PDO MYSQL using the MySQL Native Driver, the following command would be given:

```
./configure --with-mysql=mysqlnd
--with-mysqli=mysqlnd
--with-pdo-mysql=mysqlnd
[other options]
```

**Installation on Windows**

In the official PHP Windows distributions, MySQL Native Driver is enabled by default, so no additional configuration is required to use it. All MySQL database extensions will use MySQL Native Driver in this case.

**SHA-256 Authentication Plugin support**

The MySQL Native Driver requires the OpenSSL functionality of PHP to be loaded and enabled to connect to MySQL through accounts that use the MySQL SHA-256 Authentication Plugin. For example, PHP could be configured using:

```
./configure --with-mysql=mysqlnd
--with-mysqli=mysqlnd
--with-pdo-mysql=mysqlnd
--with-openssl
[other options]
```

### 7.6.3 Runtime Configuration

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The behaviour of these functions is affected by settings in `php.ini`.

**Table 7.25 MySQL Native Driver Configuration Options**

<table>
<thead>
<tr>
<th>Name</th>
<th>Default</th>
<th>Changeable</th>
<th>Changelog</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>mysqlnd.collect_statistics</code></td>
<td>&quot;1&quot;</td>
<td>PHP_INI_SYSTEM</td>
<td></td>
</tr>
<tr>
<td><code>mysqlnd.collect_memory_statistics</code></td>
<td>30</td>
<td>PHP_INI_SYSTEM</td>
<td></td>
</tr>
<tr>
<td><code>mysqlnd.debug</code></td>
<td>&quot;&quot;</td>
<td>PHP_INI_SYSTEM</td>
<td></td>
</tr>
<tr>
<td><code>mysqlnd.log_mask</code></td>
<td>0</td>
<td>PHP_INI_ALL</td>
<td></td>
</tr>
<tr>
<td><code>mysqlnd.mempool_default_size</code></td>
<td>16000</td>
<td>PHP_INI_ALL</td>
<td></td>
</tr>
<tr>
<td><code>mysqlnd.net_read_timeout</code></td>
<td>&quot;86400&quot;</td>
<td>PHP_INI_ALL</td>
<td></td>
</tr>
<tr>
<td><code>mysqlnd.net_cmd_buffer_size</code></td>
<td>&quot;64K&quot;</td>
<td>PHP_INI_SYSTEM</td>
<td></td>
</tr>
<tr>
<td><code>mysqlnd.net_read_buffer_size</code></td>
<td>&quot;32K&quot;</td>
<td>PHP_INI_SYSTEM</td>
<td></td>
</tr>
<tr>
<td><code>mysqlnd.sha256_server_public_key</code></td>
<td>&quot;&quot;</td>
<td>PHP_INI_PERDIR</td>
<td></td>
</tr>
<tr>
<td><code>mysqlnd.trace_alloc</code></td>
<td>&quot;&quot;</td>
<td>PHP_INI_SYSTEM</td>
<td></td>
</tr>
<tr>
<td><code>mysqlnd.fetch_data_copy</code></td>
<td>0</td>
<td>PHP_INI_ALL</td>
<td></td>
</tr>
</tbody>
</table>


Here's a short explanation of the configuration directives.
**mysqlnd.collect_statistics**

*bool*

Enables the collection of various client statistics which can be accessed through `mysqli_get_client_stats`, `mysqli_get_connection_stats`, and are shown in `mysqlnd` section of the output of the `phpinfo` function as well.

This configuration setting enables all MySQL Native Driver statistics except those relating to memory management.

**mysqlnd.collect_memory_statistics**

*bool*

Enable the collection of various memory statistics which can be accessed through `mysqli_get_client_stats`, `mysqli_get_connection_stats`, and are shown in `mysqlnd` section of the output of the `phpinfo` function as well.

This configuration setting enables the memory management statistics within the overall set of MySQL Native Driver statistics.

**mysqlnd.debug**

*string*

Records communication from all extensions using `mysqlnd` to the specified log file.

The format of the directive is `mysqlnd.debug = "option1 [,parameter_option1] [:option2 [,parameter_option2]]"`.

The options for the format string are as follows:

- **A[,file]** - Appends trace output to specified file. Also ensures that data is written after each write. This is done by closing and reopening the trace file (this is slow). It helps ensure a complete log file should the application crash.

- **a[,file]** - Appends trace output to the specified file.

- **d** - Enables output from `DBUG_<N>` macros for the current state. May be followed by a list of keywords which selects output only for the `DBUG` macros with that keyword. An empty list of keywords implies output for all macros.

- **f[,functions]** - Limits debugger actions to the specified list of functions. An empty list of functions implies that all functions are selected.

- **F** - Marks each debugger output line with the name of the source file containing the macro causing the output.

- **i** - Marks each debugger output line with the PID of the current process.

- **L** - Marks each debugger output line with the name of the source file line number of the macro causing the output.

- **n** - Marks each debugger output line with the current function nesting depth

- **o[,file]** - Similar to **a[,file]** but overwrites old file, and does not append.

- **O[,file]** - Similar to **A[,file]** but overwrites old file, and does not append.

- **t[,N]** - Enables function control flow tracing. The maximum nesting depth is specified by N, and defaults to 200.
Runtime Configuration

- x - This option activates profiling.
- m - Trace memory allocation and deallocation related calls.

Example:

d:t:x:O,/tmp/mysqlnd.trace

Note
This feature is only available with a debug build of PHP. Works on Microsoft Windows if using a debug build of PHP and PHP was built using Microsoft Visual C version 9 and above.

`mysqlnd.log_mask` int

Defines which queries will be logged. The default 0, which disables logging. Define using an integer, and not with PHP constants. For example, a value of 48 (16 + 32) will log slow queries which either use 'no good index' (SERVER_QUERY_NO_GOOD_INDEX_USED = 16) or no index at all (SERVER_QUERY_NO_INDEX_USED = 32). A value of 2043 (1 + 2 + 8 + ... + 1024) will log all slow query types.

The types are as follows:
- SERVER_STATUS_IN_TRANS=1,
- SERVER_STATUS_AUTOCOMMIT=2,
- SERVER_MORE_RESULTS_EXISTS=8,
- SERVER_QUERY_NO_GOOD_INDEX_USED=16,
- SERVER_QUERY_NO_INDEX_USED=32,
- SERVER_STATUS_CURSOR_EXISTS=64,
- SERVER_STATUS_LAST_ROW_SENT=128,
- SERVER_STATUS_DB_DROPPED=256,
- SERVER_STATUS_NO_BACKSLASH_ESCAPES=512, and
- SERVER_QUERY_WAS_SLOW=1024.

`mysqlnd.mempool_default_size` int

Default size of the mysqlnd memory pool, which is used by result sets.

`mysqlnd.net_read_timeout` int

`mysqlnd` and the MySQL Client Library, `libmysqlclient` use different networking APIs. `mysqlnd` uses PHP streams, whereas `libmysqlclient` uses its own wrapper around the operating level network calls. PHP, by default, sets a read timeout of 60s for streams. This is set via `php.ini`, `default_socket_timeout`. This default applies to all streams that set no other timeout value. `mysqlnd` does not set any other value and therefore connections of long running queries can be disconnected after `default_socket_timeout` seconds resulting in an error message “2006 - MySQL Server has gone away”. The MySQL Client Library sets a default timeout of 24 * 3600 seconds (1 day) and waits for other timeouts to occur, such as TCP/IP timeouts. `mysqlnd` now uses the same very long timeout. The value is configurable through a new `php.ini` setting: `mysqlnd.net_read_timeout`. `mysqlnd.net_read_timeout` gets used by any extension (`ext/mysql`, `ext/mysqli`, `PDO_MySQL`) that uses `mysqlnd`. `mysqlnd` tells PHP Streams to use `mysqlnd.net_read_timeout`. Please note that there may be subtle differences between `MYSQL_OPT_READ_TIMEOUT`
from the MySQL Client Library and PHP Streams, for example
MYSQL_OPT_READ_TIMEOUT is documented to work only for TCP/IP
connections and, prior to MySQL 5.1.2, only for Windows. PHP
streams may not have this limitation. Please check the streams
documentation, if in doubt.

`mysqlnd.net_cmd_buffer_size` (**int**)

`mysqlnd` allocates an internal command/network buffer of
`mysqlnd.net_cmd_buffer_size` (in `php.ini`) bytes for every
connection. If a MySQL Client Server protocol command, for
example, `COM_QUERY` ("normal" query), does not fit into the buffer,
`mysqlnd` will grow the buffer to the size required for sending the
command. Whenever the buffer gets extended for one connection,
`command_buffer_too_small` will be incremented by one.

If `mysqlnd` has to grow the buffer beyond its initial size of
`mysqlnd.net_cmd_buffer_size` bytes for almost every
connection, you should consider increasing the default size to avoid
re-allocations.

The default buffer size is 4096 bytes, which is the smallest value
possible.

The value can also be set using `mysqli_options(link,
MYSQLI_OPT_NET_CMD_BUFFER_SIZE, size)`.

**mysqlnd.net_read_buffer_size** (**int**)

Maximum read chunk size in bytes when reading the body
of a MySQL command packet. The MySQL client server
protocol encapsulates all its commands in packets. The
packets consist of a small header and a body with the actual
payload. The size of the body is encoded in the header.
`mysqlnd` reads the body in chunks of
`MIN(header.size, mysqlnd.net_read_buffer_size)` bytes. If a packet body is
larger than `mysqlnd.net_read_buffer_size` bytes, `mysqlnd`
has to call `read()` multiple times.

The value can also be set using `mysqli_options(link,
MYSQLI_OPT_NET_READ_BUFFER_SIZE, size)`.

**mysqlnd.sha256_server_public_key** (**string**)

SHA-256 Authentication Plugin related. File with the MySQL server
public RSA key.

Clients can either omit setting a public RSA key, specify the key
through this PHP configuration setting or set the key at runtime
using `mysqli_options`. If not public RSA key file is given by
the client, then the key will be exchanged as part of the standard
SHA-256 Authentication Plugin authentication procedure.

**mysqlnd.trace_alloc** (**string**)

`mysqlnd.fetch_data_copy` (**int**)

Enforce copying result sets from the internal result set buffers into
PHP variables instead of using the default reference and copy-on-
write logic. Please, see the memory management implementation
notes for further details.

Copying result sets instead of having PHP variables reference them
allows releasing the memory occupied for the PHP variables earlier.
Depending on the user API code, the actual database queries and
the size of their result sets this may reduce the memory footprint of mysqlnd.

Do not set if using PDO_MySQL. PDO_MySQL has not yet been updated to support the new fetch mode.

7.6.4 Incompatibilities

MySQL Native Driver is in most cases compatible with MySQL Client Library (libmysql). This section documents incompatibilities between these libraries.

- Values of bit data type are returned as binary strings (e.g. "0" or "\x1F") with libmysql and as decimal strings (e.g. "0" or "31") with mysqlnd. If you want the code to be compatible with both libraries then always return bit fields as numbers from MySQL with a query like this: SELECT bit + 0 FROM table.

7.6.5 Persistent Connections

If mysqli is used with mysqlnd, when a persistent connection is created it generates a COM_CHANGE_USER (mysql_change_user()) call on the server. This ensures that re-authentication of the connection takes place.

As there is some overhead associated with the COM_CHANGE_USER call, it is possible to switch this off at compile time. Reusing a persistent connection will then generate a COM_PING (mysql_ping) call to simply test the connection is reusable.

Generation of COM_CHANGE_USER can be switched off with the compile flag MYSQLI_NO_CHANGE_USER_ON_PCONNECT. For example:

```
shell# CFLAGS="-DMYSQLI_NO_CHANGE_USER_ON_PCONNECT" ./configure --with-mysql=/usr/local/mysql/ --with-mysqli=/usr/local/mysql/bin/mysql_config --with-pdo-mysql=/usr/local/mysql/bin/mysql_config --enable-debug && make clean && make -j6
```

Or alternatively:

```
shell# export CFLAGS="-DMYSQLI_NO_CHANGE_USER_ON_PCONNECT"
shell# configure --whatever-option
shell# make clean
shell# make
```

Note that only mysqli on mysqlnd uses COM_CHANGE_USER. Other extension-driver combinations use COM_PING on initial use of a persistent connection.

7.6.6 Statistics

MySQL Native Driver contains support for gathering statistics on the communication between the client and the server. The statistics gathered are of two main types:

- Client statistics
Statistics

- Connection statistics

If you are using the mysqli extension, these statistics can be obtained through two API calls:

- `mysqli_get_client_stats`
- `mysqli_get_connection_stats`

**Note**

Statistics are aggregated among all extensions that use MySQL Native Driver. For example, when compiling both `ext/mysql` and `ext/mysqli` against MySQL Native Driver, both function calls of `ext/mysql` and `ext/mysqli` will change the statistics. There is no way to find out how much a certain API call of any extension that has been compiled against MySQL Native Driver has impacted a certain statistic. You can configure the PDO MySQL Driver, `ext/mysql` and `ext/mysqli` to optionally use the MySQL Native Driver. When doing so, all three extensions will change the statistics.

**Accessing Client Statistics**

To access client statistics, you need to call `mysqli_get_client_stats`. The function call does not require any parameters.

The function returns an associative array that contains the name of the statistic as the key and the statistical data as the value.

Client statistics can also be accessed by calling the `phpinfo` function.

**Accessing Connection Statistics**

To access connection statistics call `mysqli_get_connection_stats`. This takes the database connection handle as the parameter.

The function returns an associative array that contains the name of the statistic as the key and the statistical data as the value.

**Buffered and Unbuffered Result Sets**

Result sets can be buffered or unbuffered. Using default settings, `ext/mysql` and `ext/mysqli` work with buffered result sets for normal (non prepared statement) queries. Buffered result sets are cached on the client. After the query execution all results are fetched from the MySQL Server and stored in a cache on the client. The big advantage of buffered result sets is that they allow the server to free all resources allocated to a result set, once the results have been fetched by the client.

Unbuffered result sets on the other hand are kept much longer on the server. If you want to reduce memory consumption on the client, but increase load on the server, use unbuffered results. If you experience a high server load and the figures for unbuffered result sets are high, you should consider moving the load to the clients. Clients typically scale better than servers. "Load" does not only refer to memory buffers - the server also needs to keep other resources open, for example file handles and threads, before a result set can be freed.

Prepared Statements use unbuffered result sets by default. However, you can use `mysqli_stmt_store_result` to enable buffered result sets.

**Statistics returned by MySQL Native Driver**

The following tables show a list of statistics returned by the `mysqli_get_client_stats` and `mysqli_get_connection_stats` functions.
<table>
<thead>
<tr>
<th>Statistic</th>
<th>Scope</th>
<th>Description</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>bytes_sent</td>
<td>Connection</td>
<td>Number of bytes sent from PHP to the MySQL server</td>
<td>Can be used to check the efficiency of the compression protocol</td>
</tr>
<tr>
<td>bytes_received</td>
<td>Connection</td>
<td>Number of bytes received from MySQL server</td>
<td>Can be used to check the efficiency of the compression protocol</td>
</tr>
<tr>
<td>packets_sent</td>
<td>Connection</td>
<td>Number of MySQL Client Server protocol packets sent</td>
<td>Used for debugging Client Server protocol implementation</td>
</tr>
<tr>
<td>packets_received</td>
<td>Connection</td>
<td>Number of MySQL Client Server protocol packets received</td>
<td>Used for debugging Client Server protocol implementation</td>
</tr>
<tr>
<td>protocol_overhead_in</td>
<td>Connection</td>
<td>MySQL Client Server protocol overhead in bytes for incoming traffic. Currently only the Packet Header (4 bytes) is considered as overhead. protocol_overhead_in = packets_received * 4</td>
<td>Used for debugging Client Server protocol implementation</td>
</tr>
<tr>
<td>protocol_overhead_out</td>
<td>Connection</td>
<td>MySQL Client Server protocol overhead in bytes for outgoing traffic. Currently only the Packet Header (4 bytes) is considered as overhead. protocol_overhead_out = packets_sent * 4</td>
<td>Used for debugging Client Server protocol implementation</td>
</tr>
<tr>
<td>bytes_received_ok_packet</td>
<td>Connection</td>
<td>Total size of bytes of MySQL Client Server protocol OK packets received. OK packets can contain a status message. The length of the status message can vary and thus the size of an OK packet is not fixed.</td>
<td>Used for debugging CS protocol implementation. Note that the total size in bytes includes the size of the header packet (4 bytes, see protocol overhead).</td>
</tr>
<tr>
<td>packets_received_ok</td>
<td>Connection</td>
<td>Number of MySQL Client Server protocol OK packets received.</td>
<td>Used for debugging CS protocol implementation. Note that the total size in bytes includes the size of the header packet (4 bytes, see protocol overhead).</td>
</tr>
<tr>
<td>bytes_received_eof_packet</td>
<td>Connection</td>
<td>Total size in bytes of MySQL Client Server protocol EOF packets received. EOF can vary in size depending on the server version. Also, EOF can transport an error message.</td>
<td>Used for debugging CS protocol implementation. Note that the total size in bytes includes the size of the header packet (4 bytes, see protocol overhead).</td>
</tr>
<tr>
<td>packets_received_eof</td>
<td>Connection</td>
<td>Number of MySQL Client Server protocol EOF packets. Like with other packet statistics the number of packets will be increased even if PHP does not receive the expected packet but, for example, an error message.</td>
<td>Used for debugging CS protocol implementation. Note that the total size in bytes includes the size of the header packet (4 bytes, see protocol overhead).</td>
</tr>
<tr>
<td>bytes_received_rset_header_packet</td>
<td>Connection</td>
<td>Total size in bytes of MySQL Client Server protocol result set header packets. The size of the packets varies depending on the payload (LOAD LOCAL INFILE, INSERT, UPDATE, SELECT, error message).</td>
<td>Used for debugging CS protocol implementation. Note that the total size in bytes includes the size of the header packet (4 bytes, see protocol overhead).</td>
</tr>
<tr>
<td>packets_received_rset_header</td>
<td>Connection</td>
<td>Number of MySQL Client Server protocol result set header packets.</td>
<td>Used for debugging CS protocol implementation. Note that the total size in bytes includes the size of the header packet (4 bytes, see protocol overhead).</td>
</tr>
</tbody>
</table>

Statistics
<table>
<thead>
<tr>
<th>Statistic</th>
<th>Scope</th>
<th>Description</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>bytes_received_rset_field_meta_packet</td>
<td>Connection</td>
<td>Total size in bytes of MySQL Client Server protocol result set meta data (field information) packets. Of course the size varies with the fields in the result set. The packet may also transport an error or an EOF packet in case of COM_LIST_FIELDS.</td>
<td>Only useful for debugging CS protocol implementation. Note that the total size in bytes includes the size of the header packet (4 bytes, see protocol overhead).</td>
</tr>
<tr>
<td>packets</td>
<td>Connection</td>
<td>Number of MySQL Client Server protocol result set meta data (field information) packets.</td>
<td>Only useful for debugging CS protocol implementation. Note that the total size in bytes includes the size of the header packet (4 bytes, see protocol overhead).</td>
</tr>
<tr>
<td>bytes_received_rset_row_packet</td>
<td>Connection</td>
<td>Total size in bytes of MySQL Client Server protocol result set row data packets. The packet may also transport an error or an EOF packet. You can reverse engineer the number of error and EOF packets by subtracting rows_fetched_from_server_normal and rows_fetched_from_server_ps from bytes_received_rset_row_packet.</td>
<td>Only useful for debugging CS protocol implementation. Note that the total size in bytes includes the size of the header packet (4 bytes, see protocol overhead).</td>
</tr>
<tr>
<td>packets</td>
<td>Connection</td>
<td>Number of MySQL Client Server protocol result set row data packets and their total size in bytes.</td>
<td>Only useful for debugging CS protocol implementation. Note that the total size in bytes includes the size of the header packet (4 bytes, see protocol overhead).</td>
</tr>
<tr>
<td>bytes_received_prepare_response_packet</td>
<td>Connection</td>
<td>Total size in bytes of MySQL Client Server protocol OK for Prepared Statement Initialization packets (prepared statement init packets). The packet may also transport an error. The packet size depends on the MySQL version: 9 bytes with MySQL 4.1 and 12 bytes from MySQL 5.0 on. There is no safe way to know how many errors happened. You may be able to guess that an error has occurred if, for example, you always connect to MySQL 5.0 or newer and, bytes_received_prepare_response_packet != packets_received_prepare_response * 12. See also ps_prepared_never_executed, ps_prepared_once_executed.</td>
<td>Only useful for debugging CS protocol implementation. Note that the total size in bytes includes the size of the header packet (4 bytes, see protocol overhead).</td>
</tr>
<tr>
<td>packets</td>
<td>Connection</td>
<td>Number of MySQL Client Server protocol OK for Prepared Statement Initialization packets (prepared statement init packets).</td>
<td>Only useful for debugging CS protocol implementation. Note that the total size in bytes includes the size of the header packet (4 bytes, see protocol overhead).</td>
</tr>
<tr>
<td>Statistic</td>
<td>Scope</td>
<td>Description</td>
<td>Notes</td>
</tr>
<tr>
<td>-----------</td>
<td>-------</td>
<td>-------------</td>
<td>-------</td>
</tr>
<tr>
<td>bytes_received_change_user_packet</td>
<td>Connection</td>
<td>Total size in bytes of MySQL Client Server protocol COM_CHANGE_USER packets. The packet may also transport an error or EOF.</td>
<td>Only useful for debugging CS protocol implementation. Note that the total size in bytes includes the size of the header packet (4 bytes, see protocol overhead).</td>
</tr>
<tr>
<td>packets_received_change_user</td>
<td>Connection</td>
<td>Number of MySQL Client Server protocol COM_CHANGE_USER packets</td>
<td>Only useful for debugging CS protocol implementation. Note that the total size in bytes includes the size of the header packet (4 bytes, see protocol overhead).</td>
</tr>
<tr>
<td>packets_sent_command</td>
<td>Connection</td>
<td>Number of MySQL Client Server protocol commands sent from PHP to MySQL. There is no way to know which specific commands and how many of them have been sent. At its best you can use it to check if PHP has sent any commands to MySQL to know if you can consider to disable MySQL support in your PHP binary. There is also no way to reverse engineer the number of errors that may have occurred while sending data to MySQL. The only error that is recorded is command_buffer_too_small (see below).</td>
<td>Only useful for debugging CS protocol implementation.</td>
</tr>
<tr>
<td>bytes_received_real_data_normal</td>
<td>Connection</td>
<td>Number of bytes of payload fetched by the PHP client from mysqlnd using the text protocol.</td>
<td>This is the size of the actual data contained in result sets that do not originate from prepared statements and which have been fetched by the PHP client. Note that although a full result set may have been pulled from MySQL by mysqlnd, this statistic only counts actual data pulled from mysqlnd by the PHP client. An example of a code sequence that will increase the value is as follows: Every fetch operation will increase the value. The statistic will not be increased if the result set is only buffered on the client, but not fetched, such as in the following example:</td>
</tr>
</tbody>
</table>

```php
$mysqli = new mysqli();
$res = $mysqli->query("SELECT 'abc'");
$res->fetch_assoc();
$res->close();
```

```php
$mysqli = new mysqli();
$res = $mysqli->query("SELECT 'abc'");
$res->close();
```
### Statistics

<table>
<thead>
<tr>
<th>Statistic</th>
<th>Scope</th>
<th>Description</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>bytes_received_real_data_ps</td>
<td>Connection</td>
<td>Number of bytes of the payload fetched by the PHP client from <code>mysqlnd</code> using the prepared statement protocol.</td>
<td>This is the size of the actual data contained in result sets that originate from prepared statements and which has been fetched by the PHP client. The value will not be increased if the result set is not subsequently read by the PHP client. Note that although a full result set may have been pulled from MySQL by <code>mysqlnd</code>, this statistic only counts actual data pulled from <code>mysqlnd</code> by the PHP client. See also <code>bytes_received_real_data_normal</code>.</td>
</tr>
</tbody>
</table>

**Result Set**

Table 7.27 Returned `mysqlnd` statistics: Result Set

<table>
<thead>
<tr>
<th>Statistic</th>
<th>Scope</th>
<th>Description</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>result_set_queries</td>
<td>Connection</td>
<td>Number of queries that have generated a result set. Examples of queries that generate a result set: <code>SELECT</code>, <code>SHOW</code>. The statistic will not be incremented if there is an error reading the result set header packet from the line.</td>
<td>You may use it as an indirect measure for the number of queries PHP has sent to MySQL, for example, to identify a client that causes a high database load.</td>
</tr>
<tr>
<td>non_result_set_queries</td>
<td>Connection</td>
<td>Number of queries that did not generate a result set. Examples of queries that do not generate a result set: <code>INSERT</code>, <code>UPDATE</code>, <code>LOAD DATA</code>. The statistic will not be incremented if there is an error reading the result set header packet from the line.</td>
<td>You may use it as an indirect measure for the number of queries PHP has sent to MySQL, for example, to identify a client that causes a high database load.</td>
</tr>
<tr>
<td>no_index_used</td>
<td>Connection</td>
<td>Number of queries that have generated a result set but did not use an index (see also <code>mysqld</code> start option –log-queries-not-using-indexes). If you want these queries to be reported you can use <code>mysqli_report(MYSQLI_REPORT_INDEX)</code> to make ext/mysqli throw an exception. If you prefer a warning instead of an exception use <code>mysqli_report(MYSQLI_REPORT_INDEX ^ MYSQLI_REPORT_STRICT)</code>.</td>
<td></td>
</tr>
<tr>
<td>bad_index_used</td>
<td>Connection</td>
<td>Number of queries that have generated a result set and did not use a good index (see also <code>mysqld</code> start option –log-slow-queries).</td>
<td>If you want these queries to be reported you can use <code>mysqli_report(MYSQLI_REPORT_INDEX)</code> to make ext/mysqli throw an exception. If you prefer a warning instead of an exception use <code>mysqli_report(MYSQLI_REPORT_INDEX ^ MYSQLI_REPORT_STRICT)</code></td>
</tr>
<tr>
<td>slow_queries</td>
<td>Connection</td>
<td>SQL statements that took more than <code>long_query_time</code> seconds to execute and required at least</td>
<td>Not reported through <code>mysqli_report</code></td>
</tr>
<tr>
<td>Statistic</td>
<td>Scope</td>
<td>Description</td>
<td>Notes</td>
</tr>
<tr>
<td>-----------------</td>
<td>-----------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>buffered_sets</td>
<td>Connection</td>
<td>Number of buffered result sets returned by “normal” queries. “Normal” means “not prepared statement” in the following notes.</td>
<td>Examples of API calls that will buffer result sets on the client: <code>mysql_query</code>, <code>mysqli_query</code>, <code>mysqli_store_result</code>, <code>mysqli_stmt_get_result</code>. Buffering result sets on the client ensures that server resources are freed as soon as possible and it makes result set scrolling easier. The downside is the additional memory consumption on the client for buffering data. Note that mysqlnd (unlike the MySQL Client Library) respects the PHP memory limit because it uses PHP internal memory management functions to allocate memory. This is also the reason why <code>memory_get_usage</code> reports a higher memory consumption when using mysqlnd instead of the MySQL Client Library. <code>memory_get_usage</code> does not measure the memory consumption of the MySQL Client Library at all because the MySQL Client Library does not use PHP internal memory management functions monitored by the function!</td>
</tr>
<tr>
<td>unbuffered_sets</td>
<td>Connection</td>
<td>Number of unbuffered result sets returned by normal (non prepared statement) queries.</td>
<td>Examples of API calls that will not buffer result sets on the client: <code>mysqli_use_result</code></td>
</tr>
<tr>
<td>ps_buffered_sets</td>
<td>Connection</td>
<td>Number of buffered result sets returned by prepared statements. By default prepared statements are unbuffered.</td>
<td>Examples of API calls that will buffer result sets on the client: <code>mysqli_stmt_store_result</code></td>
</tr>
<tr>
<td>ps_unbuffered_sets</td>
<td>Connection</td>
<td>Number of unbuffered result sets returned by prepared statements.</td>
<td>By default prepared statements are unbuffered.</td>
</tr>
</tbody>
</table>
| flushed_sets    | Connection| Number of result sets from normal (non prepared statement) queries with unread data which have been flushed silently for you. Flushing happens only with unbuffered result sets. | Unbuffered result sets must be fetched completely before a new query can be run on the connection otherwise MySQL will throw an error. If the application does not fetch all rows from an unbuffered result set, mysqlnd does implicitly fetch the result set to clear the line. See also `rows_skipped_normal`, `rows_skipped_ps`. Some possible causes for an implicit flush:  
  • Faulty client application  
  • Client stopped reading after it found what it was looking for but has made MySQL calculate more records than needed |
<table>
<thead>
<tr>
<th>Statistic</th>
<th>Scope</th>
<th>Description</th>
<th>Notes</th>
</tr>
</thead>
</table>
| flushed_ps_sets   | Connection | Number of result sets from prepared statements with unread data which have been flushed silently for you. Flushing happens only with unbuffered result sets. | Unbuffered result sets must be fetched completely before a new query can be run on the connection otherwise MySQL will throw an error. If the application does not fetch all rows from an unbuffered result set, mysqld does implicitly fetch the result set to clear the line. See also rows_skipped_normal, rows_skipped_ps. Some possible causes for an implicit flush:  
  • Faulty client application  
  • Client stopped reading after it found what it was looking for but has made MySQL calculate more records than needed  
  • Client application has stopped unexpectedly |
<p>| ps_prepared_never_executed | Connection | Number of statements prepared but never executed.                           | Prepared statements occupy server resources. You should not prepare a statement if you do not plan to execute it. |
| ps_prepared_once_executed | Connection | Number of prepared statements executed only one.                            | One of the ideas behind prepared statements is that the same query gets executed over and over again (with different parameters) and some parsing and other preparation work can be saved, if statement execution is split up in separate prepare and execute stages. The idea is to prepare once and “cache” results, for example, the parse tree to be reused during multiple statement executions. If you execute a prepared statement only once the two stage processing can be inefficient compared to “normal” queries because all the caching means extra work and it takes (limited) server resources to hold the cached information. Consequently, prepared statements that are executed only once may cause performance hurts. |
| rows_fetched_from_server_normal | Connection | Total number of result set rows successfully fetched from MySQL regardless if the client application has consumed them or not. Some of the rows may not have been fetched by the client application but have been flushed implicitly. | See also packets_received_rset_row |</p>
<table>
<thead>
<tr>
<th>Statistic</th>
<th>Scope</th>
<th>Description</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>rows_buffered_from_client_normal</td>
<td>Connection</td>
<td>Total number of successfully buffered rows originating from a &quot;normal&quot; query or a prepared statement. This is the number of rows that have been fetched from MySQL and buffered on client. Note that there are two distinct statistics on rows that have been buffered (MySQL to mysqlnd internal buffer) and buffered rows that have been fetched by the client application (mysqlnd internal buffer to client application). If the number of buffered rows is higher than the number of fetched buffered rows it can mean that the client application runs queries that cause larger result sets than needed resulting in rows not read by the client.</td>
<td>Examples of queries that will buffer results: <code>mysqli_query</code>, <code>mysqli_store_result</code></td>
</tr>
<tr>
<td>rows_fetched_from_client_normal_buffered</td>
<td>Connection</td>
<td>Total number of rows fetched by the client from a buffered result set created by a normal query or a prepared statement.</td>
<td></td>
</tr>
<tr>
<td>rows_fetched_from_client_normal_unbuffered</td>
<td>Connection</td>
<td>Total number of rows fetched by the client from a unbuffered result set created by a &quot;normal&quot; query or a prepared statement.</td>
<td></td>
</tr>
<tr>
<td>rows_fetched_from_client_ps_buffered</td>
<td>Connection</td>
<td>Total number of rows fetched by the client from a cursor created by a prepared statement.</td>
<td></td>
</tr>
<tr>
<td>rows_fetched_from_client_ps_unbuffered</td>
<td>Connection</td>
<td>Total number of rows fetched by the client from a cursor created by a prepared statement.</td>
<td></td>
</tr>
<tr>
<td>rows_skipped_normal</td>
<td>Connection</td>
<td>Reserved for future use (currently not supported)</td>
<td></td>
</tr>
<tr>
<td>rows_skipped_ps</td>
<td>Connection</td>
<td></td>
<td></td>
</tr>
<tr>
<td>copy_on_write_saved</td>
<td>Process</td>
<td>With mysqlnd, variables returned by the extensions point into mysqlnd internal network result buffers. If you do not change the variables, fetched data will be kept only once in memory. If you change the variables, mysqlnd has to perform a copy-on-write to protect the internal network result buffers from being changed. With the MySQL Client Library you always hold fetched data twice in memory. Once in the internal MySQL Client Library buffers and once in the variables returned by the extensions. In theory mysqlnd can save up to 40% memory. However, note that the memory saving cannot be measured using <code>memory_get_usage</code>.</td>
<td>The free is always considered explicit but for result sets created by an init command, for example, <code>mysqli_options(MYSQLI_INIT_COMMAND ...</code></td>
</tr>
<tr>
<td>explicit_free_result</td>
<td>Process</td>
<td>Total number of freed result sets.</td>
<td></td>
</tr>
<tr>
<td>implicit_free_result</td>
<td>Process</td>
<td>Total number of freed result sets.</td>
<td></td>
</tr>
</tbody>
</table>
Connection total number of columns of a certain type fetched from a normal query (MySQL text protocol).

<table>
<thead>
<tr>
<th>Statistic</th>
<th>Scope</th>
<th>Description</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>proto_text_fetched_null</td>
<td></td>
<td></td>
<td>Mapping from C API / MySQL meta data type to statistics name:</td>
</tr>
<tr>
<td>proto_text_fetched_bit</td>
<td></td>
<td></td>
<td>• MYSQL_TYPE_NULL - proto_text_fetched_null</td>
</tr>
<tr>
<td>proto_text_fetched_tinyint</td>
<td></td>
<td></td>
<td>• MYSQL_TYPE_BIT - proto_text_fetched_bit</td>
</tr>
<tr>
<td>proto_text_fetched_short</td>
<td></td>
<td></td>
<td>• MYSQL_TYPE_TINY - proto_text_fetched_tinyint</td>
</tr>
<tr>
<td>proto_text_fetched_int24</td>
<td></td>
<td></td>
<td>• MYSQL_TYPE_SHORT - proto_text_fetched_short</td>
</tr>
<tr>
<td>proto_text_fetched_int</td>
<td></td>
<td></td>
<td>• MYSQL_TYPE_INT24 - proto_text_fetched_int24</td>
</tr>
<tr>
<td>proto_text_fetched_bigint</td>
<td></td>
<td></td>
<td>• MYSQL_TYPE_LONG - proto_text_fetched_int</td>
</tr>
<tr>
<td>proto_text_fetched_decimal</td>
<td></td>
<td></td>
<td>• MYSQL_TYPE_LONGLONG - proto_text_fetched_bigint</td>
</tr>
<tr>
<td>proto_text_fetched_float</td>
<td></td>
<td></td>
<td>• MYSQL_TYPE_DECIMAL, MYSQL_TYPE_NEWDECIMAL - proto_text_fetched_decimal</td>
</tr>
<tr>
<td>proto_text_fetched_double</td>
<td></td>
<td></td>
<td>• MYSQL_TYPE_FLOAT - proto_text_fetched_float</td>
</tr>
<tr>
<td>proto_text_fetched_date</td>
<td></td>
<td></td>
<td>• MYSQL_TYPE_DOUBLE - proto_text_fetched_double</td>
</tr>
<tr>
<td>proto_text_fetched_time</td>
<td></td>
<td></td>
<td>• MYSQL_TYPE_DATE, MYSQL_TYPE_NEWDATE - proto_text_fetched_date</td>
</tr>
<tr>
<td>proto_text_fetched_year</td>
<td></td>
<td></td>
<td>• MYSQL_TYPE_YEAR - proto_text_fetched_year</td>
</tr>
<tr>
<td>proto_text_fetched_datetime</td>
<td></td>
<td></td>
<td>• MYSQL_TYPE_TIME - proto_text_fetched_time</td>
</tr>
<tr>
<td>proto_text_fetched_timestamp</td>
<td></td>
<td></td>
<td>• MYSQL_TYPE_DATETIME - proto_text_fetched_datetime</td>
</tr>
<tr>
<td>proto_text_fetched_string</td>
<td></td>
<td></td>
<td>• MYSQL_TYPE_TIMESTAMP - proto_text_fetched_timestamp</td>
</tr>
<tr>
<td>proto_text_fetched_blob</td>
<td></td>
<td></td>
<td>• MYSQL_TYPE_STRING, MYSQL_TYPE_VARSTRING, MYSQL_TYPE_VARCHAR - proto_text_fetched_string</td>
</tr>
</tbody>
</table>
| proto_text_fetched_geometry | | | • MYSQL_TYPE_TINY_BLOB, MYSQL_TYPE_MEDIUM_BLOB, MYSQL_TYPE_LONG_BLOB,
### Statistics

<table>
<thead>
<tr>
<th>Statistic</th>
<th>Scope</th>
<th>Description</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>connect_success</td>
<td>Connection</td>
<td>Total number of successful / failed connection attempt.</td>
<td>Reused connections and all other kinds of connections are included.</td>
</tr>
<tr>
<td>connect_failure</td>
<td>Connection</td>
<td>Total number of failed connection attempt.</td>
<td></td>
</tr>
<tr>
<td>reconnect</td>
<td>Process</td>
<td>Total number of (real) connect attempts made on an already opened connection handle.</td>
<td>The code sequence $\text{$link = new mysqli(...); }$\text{$link-&gt;real_connect(...)} will cause a reconnect. But $\text{$link = new mysqli(...); }$\text{$link-&gt;connect(...)} will not because $\text{$link-&gt;connect(...)}$ will explicitly close the existing connection before a new connection is established.</td>
</tr>
</tbody>
</table>

Note that the MYSQL_*-type constants may not be associated with the very same SQL column types in every version of MySQL.

For type mapping see proto_text_* described in the preceding text.

---

Table 7.28 Returned mysqlnd statistics: Connection

<table>
<thead>
<tr>
<th>Statistic</th>
<th>Scope</th>
<th>Description</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>connect_success</td>
<td>Connect</td>
<td>Total number of columns of a certain type fetched from a prepared statement (MySQL binary protocol).</td>
<td>MySQL_TYPE_BLOB - proto_text_fetched_blob</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>MYSQL_TYPE_ENUM - proto_text_fetched_enum</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>MYSQL_TYPE_SET - proto_text_fetched_set</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>MYSQL_TYPE_GEOMETRY - proto_text_fetched_geometry</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Any MYSQL_TYPE_* not listed before (there should be none) - proto_text_fetched_other</td>
</tr>
</tbody>
</table>

723
<table>
<thead>
<tr>
<th>Statistic</th>
<th>Scope</th>
<th>Description</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>pconnect_success</td>
<td>Connection</td>
<td>Total number of successful persistent connection attempts.</td>
<td>Note that connect_success holds the sum of successful persistent and non-persistent connection attempts. The number of successful non-persistent connection attempts is connect_success - pconnect_success.</td>
</tr>
<tr>
<td>active_connections</td>
<td>Connection</td>
<td>Total number of active persistent and non-persistent connections.</td>
<td>The total number of active non-persistent connections is active_connections - active_persistent_connections.</td>
</tr>
<tr>
<td>active_persistent_connections</td>
<td>Connection</td>
<td>Total number of active persistent connections.</td>
<td></td>
</tr>
<tr>
<td>explicit_close</td>
<td>Connection</td>
<td>Total number of explicitly closed connections (ext/mysqli only).</td>
<td>Examples of code snippets that cause an explicit close :</td>
</tr>
<tr>
<td>implicit_close</td>
<td>Connection</td>
<td>Total number of implicitly closed connections (ext/mysqli only).</td>
<td>Examples of code snippets that cause an implicit close :</td>
</tr>
<tr>
<td>disconnect_close</td>
<td>Connection</td>
<td>Connection failures indicated by the C API call mysql_real_connect during an attempt to establish a connection.</td>
<td>It is called disconnect_close because the connection handle passed to the C API call will be closed.</td>
</tr>
<tr>
<td>in_middle_of_command_close</td>
<td>Process</td>
<td>A connection has been closed in the middle of a command execution (outstanding result sets not fetched, after sending a query and before retrieving an answer, while fetching data, while transferring data with LOAD DATA).</td>
<td>Unless you use asynchronous queries this should only happen if your script stops unexpectedly and PHP shuts down the connections for you.</td>
</tr>
<tr>
<td>init_command_executed_count</td>
<td>Connection</td>
<td>Total number of init command executions, for example,</td>
<td>The number of successful executions is init_command_executed_count - init_command_failed_count.</td>
</tr>
</tbody>
</table>
### Statistics

**Table 7.29 Returned mysqlnd statistics: COM_* Command**

<table>
<thead>
<tr>
<th>Statistic</th>
<th>Scope</th>
<th>Description</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>init_command_failed_count</td>
<td>Connection</td>
<td>Total number of failed init commands.</td>
<td></td>
</tr>
</tbody>
</table>

#### Notes

The statistics are incremented after checking the line and immediately before sending the corresponding MySQL client server protocol packet. If mysqlnd fails to send the packet over the wire the statistics will not be decremented. In case of a failure mysqlnd emits a PHP warning “Error while sending %s packet. PID=%d.”

Usage examples:

- Check if PHP sends certain commands to MySQL, for example, check if a client sends COM_PROCESS_KILL

- Calculate the average number of prepared statement executions by comparing COM_EXECUTE with COM_PREPARE

- Check if PHP has run any non-prepared SQL statements by checking if COM_QUERY is zero

- Identify PHP scripts that run an excessive number of SQL statements by checking COM_QUERY and COM_EXECUTE

### Miscellaneous

**Table 7.30 Returned mysqlnd statistics: Miscellaneous**

<table>
<thead>
<tr>
<th>Statistic</th>
<th>Scope</th>
<th>Description</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>explicit_stmt_close</td>
<td>Process</td>
<td>Total number of close prepared statements.</td>
<td>A close is always considered explicit but for a failed prepare.</td>
</tr>
<tr>
<td>implicit_stmt_close</td>
<td>Process</td>
<td>Memory management calls.</td>
<td>Development only.</td>
</tr>
</tbody>
</table>

- mem_emalloc_count
- mem_emalloc_amount
- mem_ecalloc_count
- mem_ecalloc_amount
- mem_erealloc_count
- mem_erealloc_amount
- mem_efree_count
- mem_malloc_count
- mem_malloc_amount
- memcalloc_count
- memcalloc_amount
command_buffer_too_small

Connection Number of network command buffer extensions while sending commands from PHP to MySQL.

Notes

mysqlnd allocates an internal command/network buffer of `mysqlnd.net_cmd_buffer_size` (php.ini) bytes for every connection. If a MySQL Client Server protocol command, for example, `COM_QUERY` (normal query), does not fit into the buffer, mysqlnd will grow the buffer to what is needed for sending the command. Whenever the buffer gets extended for one connection `command_buffer_too_small` will be incremented by one.

If mysqlnd has to grow the buffer beyond its initial size of `mysqlnd.net_cmd_buffer_size` (php.ini) bytes for almost every connection, you should consider to increase the default size to avoid re-allocations.

The default buffer size is 4096 bytes, which is the smallest value possible. The default can changed either through the php.ini setting `mysqlnd.net_cmd_buffer_size` or using `mysqli_options(MYSQLI_OPT_NET_CMD_BUFFER_SIZE, int size)`.

7.6.7 Notes

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This section provides a collection of miscellaneous notes on MySQL Native Driver usage.

- Using `mysqlnd` means using PHP streams for underlying connectivity. For `mysqlnd`, the PHP streams documentation (http://www.php.net/manual/en/book.stream) should be consulted on such details as timeout settings, not the documentation for the MySQL Client Library.

7.6.8 Memory management

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Introduction

The MySQL Native Driver manages memory different than the MySQL Client Library. The libraries differ in the way memory is allocated and released, how memory is allocated in chunks while reading results from MySQL, which debug and development options exist, and how results read from MySQL are linked to PHP user variables.

The following notes are intended as an introduction and summary to users interested at understanding the MySQL Native Driver at the C code level.

Memory management functions used
All memory allocation and deallocation is done using the PHP memory management functions. Therefore, the memory consumption of mysqld can be tracked using PHP API calls, such as `memory_get_usage`. Because memory is allocated and released using the PHP memory management, the changes may not immediately become visible at the operating system level. The PHP memory management acts as a proxy which may delay releasing memory towards the system. Due to this, comparing the memory usage of the MySQL Native Driver and the MySQL Client Library is difficult. The MySQL Client Library is using the operating system memory management calls directly, hence the effects can be observed immediately at the operating system level.

Any memory limit enforced by PHP also affects the MySQL Native Driver. This may cause out of memory errors when fetching large result sets that exceed the size of the remaining memory made available by PHP. Because the MySQL Client Library is not using PHP memory management functions, it does not comply to any PHP memory limit set. If using the MySQL Client Library, depending on the deployment model, the memory footprint of the PHP process may grow beyond the PHP memory limit. But also PHP scripts may be able to process larger result sets as parts of the memory allocated to hold the result sets are beyond the control of the PHP engine.

PHP memory management functions are invoked by the MySQL Native Driver through a lightweight wrapper. Among others, the wrapper makes debugging easier.

### Handling of result sets

The various MySQL Server and the various client APIs differentiate between buffered and unbuffered result sets. Unbuffered result sets are transferred row-by-row from MySQL to the client as the client iterates over the results. Buffered results are fetched in their entirety by the client library before passing them on to the client.

The MySQL Native Driver is using PHP Streams for the network communication with the MySQL Server. Results sent by MySQL are fetched from the PHP Streams network buffers into the result buffer of mysqld. The result buffer is made of zvals. In a second step the results are made available to the PHP script. This final transfer from the result buffer into PHP variables impacts the memory consumption and is mostly noticeable when using buffered result sets.

By default the MySQL Native Driver tries to avoid holding buffered results twice in memory. Results are kept only once in the internal result buffers and their zvals. When results are fetched into PHP variables by the PHP script, the variables will reference the internal result buffers. Database query results are not copied and kept in memory only once. Should the user modify the contents of a variable holding the database results a copy-on-write must be performed to avoid changing the referenced internal result buffer. The contents of the buffer must not be modified because the user may decide to read the result set a second time. The copy-on-write mechanism is implemented using an additional reference management list and the use of standard zval reference counters. Copy-on-write must also be done if the user reads a result set into PHP variables and frees a result set before the variables are unset.

Generally speaking, this pattern works well for scripts that read a result set once and do not modify variables holding results. Its major drawback is the memory overhead caused by the additional reference management which comes primarily from the fact that user variables holding results cannot be entirely released until the mysqld reference management stops referencing them. The MySQL Native driver removes the reference to the user variables when the result set is freed or a copy-on-write is performed. An observer will see the total memory consumption grow until the result set is released. Use the `statistics` to check whether a script does release result sets explicitly or the driver is does implicit releases and thus memory is used for a time longer than necessary. Statistics also help to see how many copy-on-write operations happened.

A PHP script reading many small rows of a buffered result set using a code snippet equal or equivalent to `while ($row = $res->fetch_assoc()) ....` may optimize memory consumption by requesting copies instead of references. Albeit requesting copies means keeping results twice in memory, it allows PHP to free the copy contained in `$row` as the result set is being iterated and prior to releasing the result set itself. On a loaded server optimizing peak memory usage may help improving the overall system performance although for an individual script the copy approach may be slower due to additional allocations and memory copy operations.
The copy mode can be enforced by setting `mysqlnd.fetch_data_copy=1`.

**Monitoring and debugging**

There are multiple ways of tracking the memory usage of the MySQL Native Driver. If the goal is to get a quick high level overview or to verify the memory efficiency of PHP scripts, then check the statistics collected by the library. The statistics allow you, for example, to catch SQL statements which generate more results than are processed by a PHP script.

The `debug` trace log can be configured to record memory management calls. This helps to see when memory is allocated or freed. However, the size of the requested memory chunks may not be listed.

Some recent versions of the MySQL Native Driver feature the emulation of random out of memory situations. This feature is meant to be used by the C developers of the library or `mysqlnd` plugin authors only. Please, search the source code for corresponding PHP configuration settings and further details. The feature is considered private and may be modified at any time without prior notice.

### 7.6.9 MySQL Native Driver Plugin API

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The MySQL Native Driver Plugin API is a feature of MySQL Native Driver, or `mysqlnd`. `Mysqlnd` plugins operate in the layer between PHP applications and the MySQL server. This is comparable to MySQL Proxy. MySQL Proxy operates on a layer between any MySQL client application, for example, a PHP application and, the MySQL server. `Mysqlnd` plugins can undertake typical MySQL Proxy tasks such as load balancing, monitoring and performance optimizations. Due to the different architecture and location, `mysqlnd` plugins do not have some of MySQL Proxy's disadvantages. For example, with plugins, there is no single point of failure, no dedicated proxy server to deploy, and no new programming language to learn (Lua).

A `mysqlnd` plugin can be thought of as an extension to `mysqlnd`. Plugins can intercept the majority of `mysqlnd` functions. The `mysqlnd` functions are called by the PHP MySQL extensions such as `ext/mysql`, `ext/mysqli`, and `PDO_MYSQL`. As a result, it is possible for a `mysqlnd` plugin to intercept all calls made to these extensions from the client application.

Internal `mysqlnd` function calls can also be intercepted, or replaced. There are no restrictions on manipulating `mysqlnd` internal function tables. It is possible to set things up so that when certain `mysqlnd` functions are called by the extensions that use `mysqlnd`, the call is directed to the appropriate function in the `mysqlnd` plugin. The ability to manipulate `mysqlnd` internal function tables in this way allows maximum flexibility for plugins.

`Mysqlnd` plugins are in fact PHP Extensions, written in C, that use the `mysqlnd` plugin API (which is built into MySQL Native Driver, `mysqlnd`). Plugins can be made 100% transparent to PHP applications. No application changes are needed because plugins operate on a different layer. The `mysqlnd` plugin can be thought of as operating in a layer below `mysqlnd`.

The following list represents some possible applications of `mysqlnd` plugins.

- Load Balancing
  - Read/Write Splitting. An example of this is the PECL/mysqlnd_ms (Master Slave) extension. This extension splits read/write queries for a replication setup.
- Failover
- Round-Robin, least loaded
- Monitoring
- Query Logging
MySQL Native Driver Plugin API

- Query Analysis
  
- Query Auditing. An example of this is the PECL/mysqlnd_sip (SQL Injection Protection) extension. This extension inspects queries and executes only those that are allowed according to a ruleset.

- Performance
  
- Caching. An example of this is the PECL/mysqlnd_qc (Query Cache) extension.
  
- Throttling
  
- Sharding. An example of this is the PECL/mysqlnd_mc (Multi Connect) extension. This extension will attempt to split a SELECT statement into n-parts, using SELECT ... LIMIT part_1, SELECT LIMIT part_n. It sends the queries to distinct MySQL servers and merges the result at the client.

MySQL Native Driver Plugins Available

There are a number of mysqlnd plugins already available. These include:

- PECL/mysqlnd_mc - Multi Connect plugin.
- PECL/mysqlnd_ms - Master Slave plugin.
- PECL/mysqlnd_qc - Query Cache plugin.
- PECL/mysqlnd_pscache - Prepared Statement Handle Cache plugin.
- PECL/mysqlnd_sip - SQL Injection Protection plugin.
- PECL/mysqlnd_uh - User Handler plugin.

7.6.9.1 A comparison of mysqlnd plugins with MySQL Proxy

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Mysqlnd plugins and MySQL Proxy are different technologies using different approaches. Both are valid tools for solving a variety of common tasks such as load balancing, monitoring, and performance enhancements. An important difference is that MySQL Proxy works with all MySQL clients, whereas mysqlnd plugins are specific to PHP applications.

As a PHP Extension, a mysqlnd plugin gets installed on the PHP application server, along with the rest of PHP. MySQL Proxy can either be run on the PHP application server or can be installed on a dedicated machine to handle multiple PHP application servers.

Deploying MySQL Proxy on the application server has two advantages:

1. No single point of failure
2. Easy to scale out (horizontal scale out, scale by client)

MySQL Proxy (and mysqlnd plugins) can solve problems easily which otherwise would have required changes to existing applications.

However, MySQL Proxy does have some disadvantages:

- MySQL Proxy is a new component and technology to master and deploy.
- MySQL Proxy requires knowledge of the Lua scripting language.

MySQL Proxy can be customized with C and Lua programming. Lua is the preferred scripting language of MySQL Proxy. For most PHP experts Lua is a new language to learn. A mysqlnd plugin can be written in C. It is also possible to write plugins in PHP using PECL/mysqlnd_uh.
MySQL Proxy runs as a daemon - a background process. MySQL Proxy can recall earlier decisions, as all state can be retained. However, a *mysqlnd* plugin is bound to the request-based lifecycle of PHP. MySQL Proxy can also share one-time computed results among multiple application servers. A *mysqlnd* plugin would need to store data in a persistent medium to be able to do this. Another daemon would need to be used for this purpose, such as Memcache. This gives MySQL Proxy an advantage in this case.

MySQL Proxy works on top of the wire protocol. With MySQL Proxy you have to parse and reverse engineer the MySQL Client Server Protocol. Actions are limited to those that can be achieved by manipulating the communication protocol. If the wire protocol changes (which happens very rarely) MySQL Proxy scripts would need to be changed as well.

*Mysqlnd* plugins work on top of the C API, which mirrors the *libmysqlclient* client. This C API is basically a wrapper around the MySQL Client Server protocol, or wire protocol, as it is sometimes called. You can intercept all C API calls. PHP makes use of the C API, therefore you can hook all PHP calls, without the need to program at the level of the wire protocol.

*Mysqlnd* implements the wire protocol. Plugins can therefore parse, reverse engineer, manipulate and even replace the communication protocol. However, this is usually not required.

As plugins allow you to create implementations that use two levels (C API and wire protocol), they have greater flexibility than MySQL Proxy. If a *mysqlnd* plugin is implemented using the C API, any subsequent changes to the wire protocol do not require changes to the plugin itself.

### 7.6.9.2 Obtaining the mysqlnd plugin API

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The *mysqlnd* plugin API is simply part of the MySQL Native Driver PHP extension, *ext/mysqlnd*. Development started on the *mysqlnd* plugin API in December 2009. It is developed as part of the PHP source repository, and as such is available to the public either via Git, or through source snapshot downloads.

Plugin developers can determine the *mysqlnd* version through accessing *MYSQLND_VERSION*, which is a string of the format “mysqlnd 5.0.7-dev - 091210 - $Revision: 300535”, or through *MYSQLND_VERSION_ID*, which is an integer such as 50007. Developers can calculate the version number as follows:

<table>
<thead>
<tr>
<th>Version (part)</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Major*10000</td>
<td>5*10000 = 50000</td>
</tr>
<tr>
<td>Minor*100</td>
<td>0*100 = 0</td>
</tr>
<tr>
<td>Patch</td>
<td>7 = 7</td>
</tr>
<tr>
<td>MYSQLND_VERSION_ID</td>
<td>50007</td>
</tr>
</tbody>
</table>

During development, developers should refer to the *mysqlnd* version number for compatibility and version tests, as several iterations of *mysqlnd* could occur during the lifetime of a PHP development branch with a single PHP version number.

### 7.6.9.3 MySQL Native Driver Plugin Architecture

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This section provides an overview of the *mysqlnd* plugin architecture.

*MySQL Native Driver Overview*

Before developing *mysqlnd* plugins, it is useful to know a little of how *mysqlnd* itself is organized. *Mysqlnd* consists of the following modules:
Table 7.32 The mysqlnd organization chart, per module

<table>
<thead>
<tr>
<th>Modules Statistics</th>
<th>mysqlnd_statistics.c</th>
</tr>
</thead>
<tbody>
<tr>
<td>Connection</td>
<td>mysqlnd.c</td>
</tr>
<tr>
<td>Resultset</td>
<td>mysqlnd_result.c</td>
</tr>
<tr>
<td>Resultset Metadata</td>
<td>mysqlnd_result_meta.c</td>
</tr>
<tr>
<td>Statement</td>
<td>mysqlnd_ps.c</td>
</tr>
<tr>
<td>Network</td>
<td>mysqlnd_net.c</td>
</tr>
<tr>
<td>Wire protocol</td>
<td>mysqlnd_wireprotocol.c</td>
</tr>
</tbody>
</table>

C Object Oriented Paradigm

At the code level, mysqlnd uses a C pattern for implementing object orientation.

In C you use a `struct` to represent an object. Members of the struct represent object properties. Struct members pointing to functions represent methods.

Unlike with other languages such as C++ or Java, there are no fixed rules on inheritance in the C object oriented paradigm. However, there are some conventions that need to be followed that will be discussed later.

The PHP Life Cycle

When considering the PHP life cycle there are two basic cycles:

- PHP engine startup and shutdown cycle
- Request cycle

When the PHP engine starts up it will call the module initialization (MINIT) function of each registered extension. This allows each module to setup variables and allocate resources that will exist for the lifetime of the PHP engine process. When the PHP engine shuts down it will call the module shutdown (MSHUTDOWN) function of each extension.

During the lifetime of the PHP engine it will receive a number of requests. Each request constitutes another life cycle. On each request the PHP engine will call the request initialization function of each extension. The extension can perform any variable setup and resource allocation required for request processing. As the request cycle ends the engine calls the request shutdown (RSHUTDOWN) function of each extension so the extension can perform any cleanup required.

How a plugin works

A mysqlnd plugin works by intercepting calls made to mysqlnd by extensions that use mysqlnd. This is achieved by obtaining the mysqlnd function table, backing it up, and replacing it by a custom function table, which calls the functions of the plugin as required.

The following code shows how the mysqlnd function table is replaced:

```c
/* a place to store original function table */
struct st_mysqlnd_conn_methods org_methods;
void minit_register_hooks(TSRMLS_D) {
  /* active function table */
  struct st_mysqlnd_conn_methods * current_methods
    = mysqlnd_conn_get_methods();
  /* backup original function table */
  memcpy(&org_methods, current_methods, sizeof(struct st_mysqlnd_conn_methods));
  /* install new methods */
  current_methods->query = MYSQLND_METHOD(my_conn_class, query);
}
```
Connection function table manipulations must be done during Module Initialization (MINIT). The function table is a global shared resource. In an multi-threaded environment, with a TSRM build, the manipulation of a global shared resource during the request processing will almost certainly result in conflicts.

**Note**
Do not use any fixed-size logic when manipulating the `mysqlnd` function table: new methods may be added at the end of the function table. The function table may change at any time in the future.

**Calling parent methods**

If the original function table entries are backed up, it is still possible to call the original function table entries - the parent methods.

In some cases, such as for `Connection::stmt_init()`, it is vital to call the parent method prior to any other activity in the derived method.

```c
MYSQLND_METHOD(my_conn_class, query)(MYSQLND *conn, const char *query, unsigned int query_len TSRMLS_DC) {
php_printf("my_conn_class::query(query = %s)\n", query);
query = "SELECT 'query rewritten' FROM DUAL";
query_len = strlen(query);
return org_methods.query(conn, query, query_len); /* return with call to parent */
}
```

**Extending properties**

A `mysqlnd` object is represented by a C struct. It is not possible to add a member to a C struct at run time. Users of `mysqlnd` objects cannot simply add properties to the objects.

Arbitrary data (properties) can be added to a `mysqlnd` objects using an appropriate function of the `mysqlnd_plugin_get_plugin_<object>_data()` family. When allocating an object `mysqlnd` reserves space at the end of the object to hold a `void *` pointer to arbitrary data. `mysqlnd` reserves space for one `void *` pointer per plugin.

The following table shows how to calculate the position of the pointer for a specific plugin:

**Table 7.33 Pointer calculations for mysqlnd**

<table>
<thead>
<tr>
<th>Memory address</th>
<th>Contents</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Beginning of the mysqlnd object C struct</td>
</tr>
<tr>
<td>n</td>
<td>End of the mysqlnd object C struct</td>
</tr>
<tr>
<td>n + (m x sizeof(void*))</td>
<td>void* to object data of the m-th plugin</td>
</tr>
</tbody>
</table>

If you plan to subclass any of the `mysqlnd` object constructors, which is allowed, you must keep this in mind!

The following code shows extending properties:

```c
/* any data we want to associate */
typedef struct my_conn_properties {
    unsigned long query_counter;
} MY_CONN_PROPERTIES;
/* plugin id */
unsigned int my_plugin_id;
```
The plugin developer is responsible for the management of plugin data memory.

Use of the `mysqlnd` memory allocator is recommended for plugin data. These functions are named using the convention: `mnd_*loc()`. The `mysqlnd` allocator has some useful features, such as the ability to use a debug allocator in a non-debug build.

### Table 7.34 When and how to subclass

<table>
<thead>
<tr>
<th></th>
<th>When to subclass?</th>
<th>Each instance has its own private function table?</th>
<th>How to subclass?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Connection (MYSQLND)</td>
<td>MINIT</td>
<td>No</td>
<td><code>mysqlnd_conn_get_methods()</code></td>
</tr>
<tr>
<td>Resultset (MYSQLND_RES)</td>
<td>MINIT or later</td>
<td>Yes</td>
<td><code>mysqlnd_result_get_methods()</code> or object method function table manipulation</td>
</tr>
<tr>
<td>Resultset Meta (MYSQLND_RES_METADATA)</td>
<td>MINIT</td>
<td>No</td>
<td><code>mysqlnd_result_metadata_get_methods()</code></td>
</tr>
<tr>
<td>Statement (MYSQLND_STMT)</td>
<td>MINIT</td>
<td>No</td>
<td><code>mysqlnd_stmt_get_methods()</code></td>
</tr>
<tr>
<td>Network (MYSQLND_NET)</td>
<td>MINIT or later</td>
<td>Yes</td>
<td><code>mysqlnd_net_get_methods()</code> or object method function table manipulation</td>
</tr>
<tr>
<td>Wire protocol (MYSQLND_PROTOCOL)</td>
<td>MINIT or later</td>
<td>Yes</td>
<td><code>mysqlnd_protocol_get_methods()</code> or object method function table manipulation</td>
</tr>
</tbody>
</table>

You must not manipulate function tables at any time later than MINIT if it is not allowed according to the above table.

Some classes contain a pointer to the method function table. All instances of such a class will share the same function table. To avoid chaos, in particular in threaded environments, such function tables must only be manipulated during MINIT.

Other classes use copies of a globally shared function table. The class function table copy is created together with the object. Each object uses its own function table. This gives you two options: you can manipulate the default function table of an object at MINIT, and you can additionally refine methods of an object without impacting other instances of the same class.

The advantage of the shared function table approach is performance. There is no need to copy a function table for each and every object.
### Table 7.35 Constructor status

<table>
<thead>
<tr>
<th>Type</th>
<th>Allocation, construction, reset</th>
<th>Can be modified?</th>
<th>Caller</th>
</tr>
</thead>
<tbody>
<tr>
<td>Connection (MYSQLND)</td>
<td>mysqlnd_init()</td>
<td>No</td>
<td>mysqlnd_connect()</td>
</tr>
<tr>
<td>Resultset (MYSQLND_RES)</td>
<td>Allocation:</td>
<td>Yes, but call parent!</td>
<td>• Connection::result_init()</td>
</tr>
<tr>
<td></td>
<td>• Connection::result_init()</td>
<td></td>
<td>• Connection::list_fields()</td>
</tr>
<tr>
<td></td>
<td>Reset and re-initialized during:</td>
<td></td>
<td>• Statement::get_result()</td>
</tr>
<tr>
<td></td>
<td>• Result::use_result()</td>
<td></td>
<td>• Statement::prepare() (Metadata only)</td>
</tr>
<tr>
<td></td>
<td>• Result::store_result</td>
<td></td>
<td>• Statement::resultMetaData()</td>
</tr>
<tr>
<td>Resultset Meta</td>
<td>Connection::result_meta_init()</td>
<td>but call parent!</td>
<td>Result::read_result_metadata()</td>
</tr>
<tr>
<td>(MYSQLND_RES_METADATA)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Statement (MYSQLND_STMT)</td>
<td>Connection::stmt_init()</td>
<td>Yes, but call parent!</td>
<td>Connection::stmt_init()</td>
</tr>
<tr>
<td>Network (MYSQLND_NET)</td>
<td>mysqlnd_net_init()</td>
<td>No</td>
<td>Connection::init()</td>
</tr>
<tr>
<td>Wire protocol (MYSQLND_PROTOCOL)</td>
<td>mysqlnd_protocol_init()</td>
<td>No</td>
<td>Connection::init()</td>
</tr>
</tbody>
</table>

It is strongly recommended that you do not entirely replace a constructor. The constructors perform memory allocations. The memory allocations are vital for the mysqlnd plugin API and the object logic of mysqlnd. If you do not care about warnings and insist on hooking the constructors, you should at least call the parent constructor before doing anything in your constructor.

Regardless of all warnings, it can be useful to subclass constructors. Constructors are the perfect place for modifying the function tables of objects with non-shared object tables, such as Resultset, Network, Wire Protocol.

### Table 7.36 Destruction status

<table>
<thead>
<tr>
<th>Type</th>
<th>Derived method must call parent?</th>
<th>Destructor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Connection</td>
<td>yes, after method execution</td>
<td>free_contents(), end_psession()</td>
</tr>
<tr>
<td>Resultset</td>
<td>yes, after method execution</td>
<td>free_result()</td>
</tr>
<tr>
<td>Resultset Meta</td>
<td>yes, after method execution</td>
<td>free()</td>
</tr>
<tr>
<td>Statement</td>
<td>yes, after method execution</td>
<td>dtor(), free_stmt_content()</td>
</tr>
<tr>
<td>Network</td>
<td>yes, after method execution</td>
<td>free()</td>
</tr>
<tr>
<td>Wire protocol</td>
<td>yes, after method execution</td>
<td>free()</td>
</tr>
</tbody>
</table>

The destructors are the appropriate place to free properties, mysqlnd_plugin_get_plugin_<object>_data().

The listed destructors may not be equivalent to the actual mysqlnd method freeing the object itself. However, they are the best possible place for you to hook in and free your plugin data. As with constructors you may replace the methods entirely but this is not recommended. If multiple methods are listed in the above table you will need to hook all of the listed methods and free your plugin data in whichever method is called first by mysqlnd.

The recommended method for plugins is to simply hook the methods, free your memory and call the parent implementation immediately following this.
7.6.9.4 The mysqlnd plugin API

The following is a list of functions provided in the mysqlnd plugin API:

- mysqlnd_plugin_register()
- mysqlnd_plugin_count()
- mysqlnd_plugin_get_plugin_connection_data()
- mysqlnd_plugin_get_plugin_result_data()
- mysqlnd_plugin_get_plugin_stmt_data()
- mysqlnd_plugin_get_plugin_net_data()
- mysqlnd_plugin_get_plugin_protocol_data()
- mysqlnd_conn_get_methods()
- mysqlnd_result_get_methods()
- mysqlnd_result_meta_get_methods()
- mysqlnd_stmt_get_methods()
- mysqlnd_net_get_methods()
- mysqlnd_protocol_get_methods()

There is no formal definition of what a plugin is and how a plugin mechanism works.

Components often found in plugins mechanisms are:

- A plugin manager
- A plugin API
- Application services (or modules)
- Application service APIs (or module APIs)

The mysqlnd plugin concept employs these features, and additionally enjoys an open architecture.

No Restrictions

A plugin has full access to the inner workings of mysqlnd. There are no security limits or restrictions. Everything can be overwritten to implement friendly or hostile algorithms. It is recommended you only deploy plugins from a trusted source.

As discussed previously, plugins can use pointers freely. These pointers are not restricted in any way, and can point into another plugin's data. Simple offset arithmetic can be used to read another plugin's data.

It is recommended that you write cooperative plugins, and that you always call the parent method. The plugins should always cooperate with mysqlnd itself.

Table 7.37 Issues: an example of chaining and cooperation

<table>
<thead>
<tr>
<th>Extension</th>
<th>mysqlnd.query() pointer</th>
<th>call stack if calling parent</th>
</tr>
</thead>
<tbody>
<tr>
<td>ext/mysqlnd</td>
<td>mysqlnd.query()</td>
<td>mysqlnd.query</td>
</tr>
</tbody>
</table>
In this scenario, a cache (ext/mysqlnd_cache) and a monitor (ext/mysqlnd_monitor) plugin are loaded. Both subclass Connection::query(). Plugin registration happens at MINIT using the logic shown previously. PHP calls extensions in alphabetical order by default. Plugins are not aware of each other and do not set extension dependencies.

By default the plugins call the parent implementation of the query method in their derived version of the method.

**PHP Extension Recap**

This is a recap of what happens when using an example plugin, ext/mysqlnd_plugin, which exposes the mysqlnd C plugin API to PHP:

- Any PHP MySQL application tries to establish a connection to 192.168.2.29
- The PHP application will either use ext/mysql, ext/mysqli or PDO_MYSQL. All three PHP MySQL extensions use mysqlnd to establish the connection to 192.168.2.29.
- Mysqlnd calls its connect method, which has been subclassed by ext/mysqlnd_plugin.
- ext/mysqlnd_plugin calls the userspace hook proxy::connect() registered by the user.
- The userspace hook changes the connection host IP from 192.168.2.29 to 127.0.0.1 and returns the connection established by parent::connect().
- ext/mysqlnd_plugin performs the equivalent of parent::connect(127.0.0.1) by calling the original mysqlnd method for establishing a connection.
- ext/mysqlnd establishes a connection and returns to ext/mysqlnd_plugin. ext/mysqlnd_plugin returns as well.
- Whatever PHP MySQL extension had been used by the application, it receives a connection to 127.0.0.1. The PHP MySQL extension itself returns to the PHP application. The circle is closed.

### 7.6.9.5 Getting started building a mysqlnd plugin

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It is important to remember that a mysqlnd plugin is itself a PHP extension.

The following code shows the basic structure of the MINIT function that will be used in the typical mysqlnd plugin:

```c
/* my_php_mysqlnd_plugin.c */
static PHP_MINIT_FUNCTION(mysqlnd_plugin) {
    /* globals, ini entries, resources, classes */
    /* register mysqlnd plugin */
    mysqlnd_plugin_id = mysqlnd_plugin_register();
    conn_m = mysqlnd_get_conn_methods();
    memcpy(org_conn_m, conn_m,
           sizeof(struct st_mysqlnd_conn_methods));
```

---

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conn_m->query = MYSQLND_METHOD(mysqlnd_plugin_conn, query);
conn_m->connect = MYSQLND_METHOD(mysqlnd_plugin_conn, connect);
}

/* my_mysqlnd_plugin.c */
enum_func_status MYSQLND_METHOD(mysqlnd_plugin_conn, query)(/* ... */) {
    /* ... */
}
enum_func_status MYSQLND_METHOD(mysqlnd_plugin_conn, connect)(/* ... */) {
    /* ... */
}

Task analysis: from C to userspace

    class proxy extends mysqlnd_plugin_connection {
        public function connect($host, ...) { .. }  
    }
    mysqlnd_plugin_set_conn_proxy(new proxy());

Process:
1. PHP: user registers plugin callback
2. PHP: user calls any PHP MySQL API to connect to MySQL
3. C: ext/mysql calls mysqlnd method
4. C: mysqlnd ends up in ext/mysqlnd_plugin
5. C: ext/mysqlnd_plugin
   a. Calls userspace callback
   b. Or original mysqlnd method, if userspace callback not set

You need to carry out the following:
1. Write a class "mysqlnd_plugin_connection" in C
2. Accept and register proxy object through "mysqlnd_plugin_set_conn_proxy()"
3. Call userspace proxy methods from C (optimization - zend_interfaces.h)

Userspace object methods can either be called using call_user_function() or you can operate at a level closer to the Zend Engine and use zend_call_method().

Optimization: calling methods from C using zend_call_method

The following code snippet shows the prototype for the zend_call_method function, taken from zend_interfaces.h.

    ZEND_API zval* zend_call_method(
        zval **object_pp, zend_class_entry *obj_ce,
        zend_function **fn_proxy, char *function_name,
        int function_name_len, zval **retval_ptr_ptr,
        int param_count, zval* arg1, zval* arg2 TSRMLS_DC
    );

Zend API supports only two arguments. You may need more, for example:
enum_func_status (*func_mysqlnd_conn__connect)(
    MYSQLND *conn, const char *host,
    const char * user, const char * passwd,
    unsigned int passwd_len, const char * db,
    unsigned int db_len, unsigned int port,
    const char * socket, unsigned int mysql_flags TSRMLS_DC
);

To get around this problem you will need to make a copy of `zend_call_method()` and add a facility for additional parameters. You can do this by creating a set of `MY_ZEND_CALL_METHOD_WRAPPER` macros.

**Calling PHP userspace**

This code snippet shows the optimized method for calling a userspace function from C:

```c
/* my_mysqlnd_plugin.c */
MYSQLND_METHOD(my_conn_class,connect)(
    MYSQLND *conn, const char *host /* ... */ TSRMLS_DC) {
    enum_func_status ret = FAIL;
    zval * global_user_conn_proxy = fetch_userspace_proxy();
    if (global_user_conn_proxy) {
        /* call userspace proxy */
        ret = MY_ZEND_CALL_METHOD_WRAPPER(global_user_conn_proxy, host, /*...*/);
    } else {
        /* or original mysqlnd method = do nothing, be transparent */
        ret = org_methods.connect(conn, host, user, passwd,
                                   passwd_len, db, db_len, port,
                                   socket, mysql_flags TSRMLS_DC);
    }
    return ret;
}
```

**Calling userspace: simple arguments**

```c
/* my_mysqlnd_plugin.c */
MYSQLND_METHOD(my_conn_class,connect)(
    /* ... */, const char *host, /* ... */) {
    /* ... */
    if (global_user_conn_proxy) {
        /* ... */
        zval* zv_host;
        MAKE_STD_ZVAL(zv_host);
        ZVAL_STRING(zv_host, host, 1);
        MY_ZEND_CALL_METHOD_WRAPPER(global_user_conn_proxy, zv_retval, zv_host /*, ...*/);
        zval_ptr_dtor(&zv_host);
        /* ... */
    }
    /* ... */
}
```

**Calling userspace: structs as arguments**

```c
/* my_mysqlnd_plugin.c */
MYSQLND_METHOD(my_conn_class, connect)(
    MYSQLND *conn, /* ... */) {
    /* ... */
    if (global_user_conn_proxy) {
        /* ... */
        zval* zv_conn;
        ZEND_REGISTER_RESOURCE(zv_conn, (void*)conn, le_mysqlnd_plugin_conn);
        MY_ZEND_CALL_METHOD_WRAPPER(global_user_conn_proxy, zv_retval, zv_conn, conn /*, ...*/);
        zval_ptr_dtor(&zv_conn);
        /* ... */
    }
    /* ... */
```
The first argument of many `mysqlnd` methods is a C "object". For example, the first argument of the `connect()` method is a pointer to `MYSQLND`. The struct `MYSQLND` represents a `mysqlnd` connection object.

The `mysqlnd` connection object pointer can be compared to a standard I/O file handle. Like a standard I/O file handle a `mysqlnd` connection object shall be linked to the userspace using the PHP resource variable type.

From C to userspace and back

class proxy extends mysqlnd_plugin_connection {
    public function connect($conn, $host, ...) {
        /* "pre" hook */
        printf("Connecting to host = '%s'\n", $host);
        debug_print_backtrace();
        return parent::connect($conn);
    }
    public function query($conn, $query) {
        /* "post" hook */
        $ret = parent::query($conn, $query);
        printf("Query = '%s'\n", $query);
        return $ret;
    }
}

mysqlnd_plugin_set_conn_proxy(new proxy());

PHP users must be able to call the parent implementation of an overwritten method.

As a result of subclassing it is possible to refine only selected methods and you can choose to have "pre" or "post" hooks.

Buildin class: mysqlnd_plugin_connection::connect()

/* my_mysqlnd_plugin_classes.c */
PHP_METHOD("mysqlnd_plugin_connection", connect) {
    /* ... simplified! ... */
    zval* mysqlnd_rsrc;
    MYSQLND* conn;
    char* host; int host_len;
    if (zend_parse_parameters(ZEND_NUM_ARGS() TSRMLS_CC, "rs",
                               &mysqlnd_rsrc, $host, &host_len) == FAILURE) {
        RETURN_NULL();
    }
    ZEND_FETCH_RESOURCE(conn, MYSQLND*, &mysqlnd_rsrc, -1,
                         "Mysqlnd Connection", le_mysqlnd_plugin_conn);
    if (PASS == org_methods.connect(conn, host, /* simplified! */ TSRMLS_CC))
        RETVAL_TRUE;
    else
        RETVAL_FALSE;
}

7.7 Common Problems with MySQL and PHP

• **Error: Maximum Execution Time Exceeded**: This is a PHP limit; go into the `php.ini` file and set the maximum execution time up from 30 seconds to something higher, as needed. It is also not a bad idea to double the RAM allowed per script to 16MB instead of 8MB.

• **Fatal error: Call to unsupported or undefined function mysql_connect() in ...**: This means that your PHP version isn’t compiled with MySQL support. You can either
compile a dynamic MySQL module and load it into PHP or recompile PHP with built-in MySQL support. This process is described in detail in the PHP manual.

• **Error: Undefined reference to 'uncompress':** This means that the client library is compiled with support for a compressed client/server protocol. The fix is to add `-lz` last when linking with `-lmysqlclient`.