

Re: SQL Server Mobile 3.0 – Out of Memory Exception

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.compactframework/2006-09/msg004>

- *From:* "Functional Illiterate" <functionalilliterati@xxxxxxxxxx>
 - *Date:* 18 Sep 2006 07:59:40 -0700
-

IMO, the main difference comes in when you start looking at exception handling and ease of coding. If your code happens to throw some exception in connecting to the DB or in the code between creating the cmd and hitting the Dispose(), the using pattern makes sure the command object is disposed. Like the documentation says, using functions as a try-finally. Its just a lot less typing, brackets, indentation, etc.

fi

Michael Wenninger wrote:

Where is the difference ?

```
using(SqlCeCommand cmd = new SqlCeCommand("Select Count(*) From Jobs",
_con))
{
[...]
```

```
SqlCeCommand cmd = new SqlCeCommand("Select Count(*) From Jobs", _con)
[...]
```

cmd.Dipose();

The using – statement calls iternally the Dispose–method i think.

Michael

"Functional Illiterate" <functionalilliterati@xxxxxxxxxx> schrieb im
Newsbeitrag news:1158332658.788458.28280@xx

Yup,

Better yet, put it and all other SQL commands in using blocks.

```
private void timer_Tick(object sender, EventArgs e)
```

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```
{
using (SqlCeCommand cmd = new SqlCeCommand("Select Count(*) From
Jobs", _con) )
{
object objCount = cmd.ExecuteScalar();
int countRow = (int)objCount;
this.lblJobCount.Text = countRow.ToString();
}
}
```

-F

<ctacke/> wrote:

Try calling cmd.Dispose at the end of the method and see if it changes things.

--
Chris Tacke
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--

"Michael Wenninger"
<mwenninger@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in

message

news:eyWpcFK2GHA.480@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

Hello NG,

I develop an application with CF 2.0 SP1 and SQL Server Mobile 3.0. My application is ready and works fine, however after a few minutes I get

a

OOM – message. I could already limit the problem to the SQL Server. I

have

a timer in my application, that execute every 5 seconds a simply

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SQL-Statement:

```
[...]  
private void timer_Tick(object sender,  
EventArgs e)  
{  
    SqlCeCommand cmd = new  
    SqlCeCommand("Select Count(*) From  
    Jobs",  
    _con);  
    object objCount = cmd.ExecuteScalar();  
    int countRow = (int)objCount;  
    this.lblJobCount.Text =  
    countRow.ToString();  
}
```

[...]

After a few minutes no more memory is available. I have written a

simply

test-application with the same code snippet in CF1.0 / SQL CE 2.0 and there is no problem. Is there a memoryleak in the SQL Server Mobile 3.0 ?

Thanks
Michael