

## Re: Database in CE 3.0 ...

**Source:**

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded.vc/2005-02/0181.html>

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**From:** Jean Nicolas Turcotte (*jn\_turcotte\_microstep\_at\_yahoo.ca*)

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Date: Tue, 01 Feb 2005 16:51:44 -0500

Jean Nicolas Turcotte wrote:

- > *Does anyone have some tutorials or website that would explain me how to*
- > *create, open, read, write, modify and close a database in a CE platform*
- > *3.0 ?*
- >
- > *The only things I found, are the ones from MSDN and I have never found*
- > *msdn to help you a lot, unless you already know about it and want to be*
- > *sure of it.*
- >
- > *Thank You !*

Or if someone have any samples, it would help me. The only example available on msdn is on vb applications, and I am working on evc++.

I need a database that will only stay on the handheld. I have one big table who is related to 6 or 7 other small tables.

The data won't be synchronized on a computer. Some sort of report will be created for printing and/or to send via a modem to a unix server somewhere, or the report can be send to a server by some sort of ftp probably by connecting directly with a serial com port.

I am using a industrial handheld that runs under WCE 3.0 and it's not a pocketpc.

Which option do I have ?

ADOCE, SQLCE, others ? are they all available on any platform ? does I need any special plug-in to include in my software ?

I think adoce only have one level of hierarchies, that mean I can't put other table related to it. Then what are my other options ? SQLCE, or to create multiple index ?

then How could I create those tables and insert them in my program (open, close, read, write, modify, delete) ?

Thank You all for your support !