

Storing Data in a Database on Flutter to Solve Practice Problems (F_CMP2)

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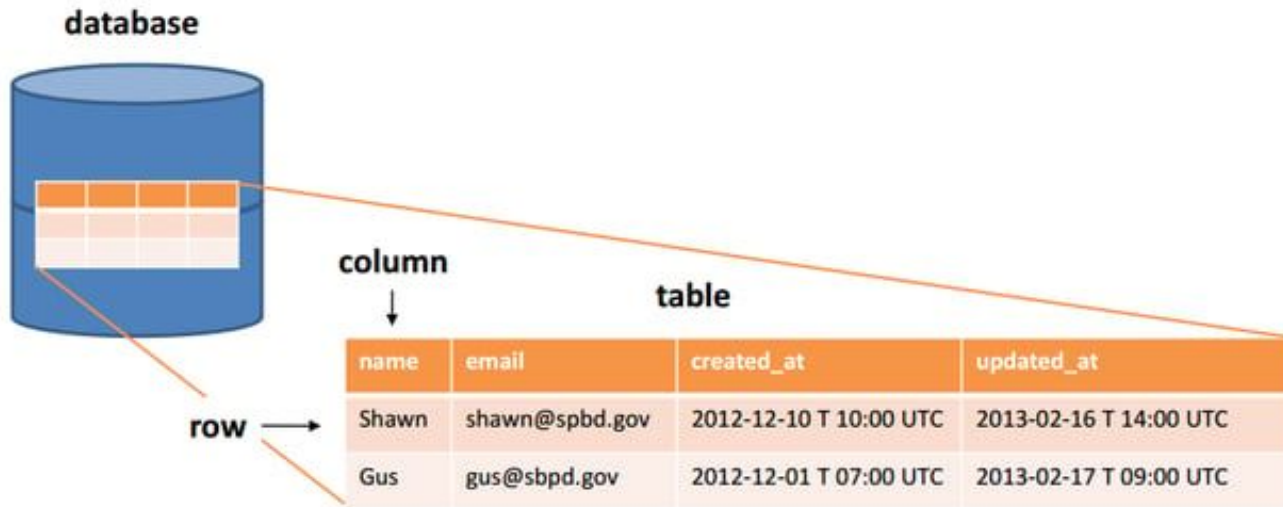
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Overview about database

- Database definition : A database is a collection of data that is connected to each other, making it easy to see the relationship between information.
- Purpose of database : To ensure the data is stored correctly and easily searchable.
- Database components : Database components consist of data, tables, relationships, and database management system (DBMS).
- Types of databases : There are different types of databases, including relational databases, NoSQL databases, and object-oriented databases.

What is SQL?

- SQL is a programming language used to manage data in a relational database.
- A relational database is a database that uses tables to store data.



What is SQLite?

- SQLite is an in-process library that implements a **self-contained, serverless, zero-configuration, transactional** SQL database.
- SQLite is an in-memory database, which means that data is stored in the device's main memory.
- SQLite makes it ideal for applications that require quick access to data, such as mobile applications.

SQLite

Self-contained

Minimal support from external libraries

Serverless

Reads and writes directly from the database files on disk

Zero-configuration

No installation, no setup

Transactional

All changes in a transaction occur completely or not at all

Overview basic SQLite statements

- **CREATE TABLE** : Creates a new table.
- **INSERT INTO** : Adds new data to a table.
- **SELECT** : Retrieves data from a table.
- **UPDATE** : Changes the data in the table.
- **DELETE** : Deletes data from a table.

SQLite also provides some additional features, such as :

- **TRIGGER** : Events that occur when certain operations are performed on a table.
- **VIEW** : The virtual table represented by the query.
- **INDEX** : A data structure that improves query performance.

About Sqflite

- A Flutter plugin to access and manage SQLite databases in Flutter apps, both on Android and iOS devices.
- Sqflite allows you to perform various database operations, such as creating tables, adding data, updating data, and deleting data.
- Include its dependency in pubspec.yaml
- Sqflite consists of two main components, which are :
 - Database: A database is a collection of data stored in a relational format.
 - Tables: Tables are data structures used to store data in the database.

Advantages and disadvantages of Sqlite

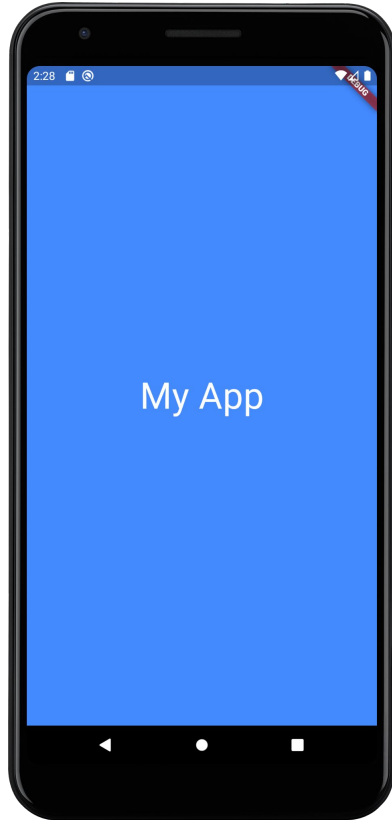
Advantages	Disadvantages
<ul style="list-style-type: none">● Lightweight and portable● Simple and easy to use● Efficient and scalable● Secure	<ul style="list-style-type: none">● Can be complex● Only supports SQLite

Data type requirements of the Map object

- The Map object is a simple key/value pair.
- To declare Map object have to enclose the key-value pairs within a pair of curly brackets "{ }".
- Example :

```
void main() {  
    var detail = {'Usrname':'enzy','Password':'pass@456'};  
    detail['key'] = 'value';  
    String? name = detail['Usrname'];  
    print(name); //output: enzy  
    print(detail);  
    //output: {Usrname: enzy, Password: pass@456, key: value}  
}
```

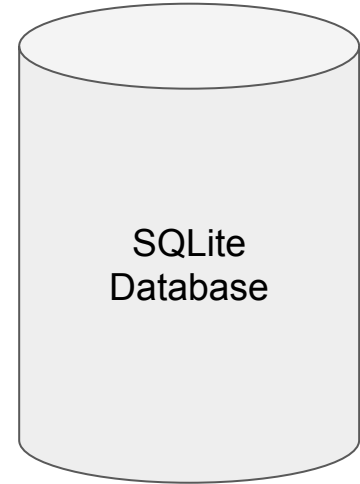
How Sqflite works



Sqflite plugins saves map objects
to your SQLite database



Sqflite plugins retrieves map
objects from your SQLite database



- In short, before saving data to database, you need to convert data into MAP object.
- In short, when you retrieve data from database, you get a MAP object. You need to convert it to simple object before using it.

Installation of Sqlite in Flutter

Adding Package : Add the sqlite package in your pubspec.yaml file under dependencies :

```
dependencies:  
  sqflite: any
```

Installing Package : Open the terminal in your IDE or command prompt and navigate to your project directory, where pubspec.yaml is located. Run the command flutter pub get to retrieve the packages.

```
$ flutter pub get
```

Flutter SQLite CRUD operations : Setting up

1. **Importing Package** : Import the sqflite package inside your Flutter Dart file.

```
import 'package:sqflite/sqflite.dart';
```

Flutter SQLite CRUD operations : Setting up

2. **Opening Database** : Use the openDatabase method to open a connection to the database.

```
void createTable() async {  
    final db = await openDatabase('notedb');  
}
```

- After calling openDatabase() in Sqflite, it will immediately create a folder on device :
 - **Android** : in the directory data/data/<your_package_name>/notedb
 - **iOS** : in the directory
/var/mobile/Containers/Data/Application/<ID>/Documents/notedb

Flutter SQLite CRUD operations : Setting up

3. **Creating Table** : To create a table in your SQLite database, use the execute method after opening the database.

```
void createTable() async{
  final db = await openDatabase(
    join(await getDatabasesPath(), 'notedb'),
    onCreate: (db, version) {
      return db.execute('CREATE TABLE notes(id INTEGER
PRIMARY KEY, note TEXT)');
    },
    version: 1,
  );
}
```

Flutter SQLite CRUD operations : Writing queries

Using Raw SQL

Using Helper Functions and just
pass parameter

Difference between using raw SQL and using helper function :

<code>db.rawQuery("SELECT * FROM notedb")</code>	<code>//Writing raw SQL</code>
<code>db.query("notes");</code>	<code>//Helper function</code>
<code>db.rawQueryInsert("YOUR SQL STATEMENT");</code>	<code>//Writing raw SQL</code>
<code>db.insert(param1, param2, param3);</code>	<code>//Helper function</code>
<code>db.rawQueryDelete("YOUR SQL STATEMENT");</code>	<code>//Writing raw SQL</code>
<code>db.delete(param1, param2, param3);</code>	<code>//Helper function</code>
<code>db.rawQueryUpdate("YOUR SQL STATEMENT");</code>	<code>//Writing raw SQL</code>
<code>db.update(param1, param2, param3);</code>	<code>//Helper function</code>

Flutter SQLite CRUD operations : Writing queries

Each parameter in helper function :

```
db.query("notes");
```

```
db.insert("notes", Map data, sqflite conflictAlgorithm);
```

```
db.delete("notes", where: "id=?", whereArgs: [1]);
```

```
db.update("notes", Map data require, where: "id=?",  
whereArgs: [1]);
```

