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# HP JDBC Driver for SQL/MP API and Reference

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- Documentation on both NTL and the product CD:
    - [HP JDBC Driver for SQL/MP Programmer's Reference](#)
    - [HP JDBC Driver for SQL/MP API Reference Pages](#)
  - Documentation on the product CD only:
    - Software Release Documents
    - README File
- 

## Product Version

HP JDBC Driver for SQL/MP(JDBC/MP)V30 and H10

## Supported Hardware

All HP NonStop™ all NonStop S-series servers except S700B and S70000 and all HP NonstopNS-series servers

## Supported Release Version Updates (RVUs)

This manual supports G06.20 and all subsequent G-series RVUs and H06.03 and all subsequent H-series RVUs until otherwise indicated by its replacement publication.

## Published

May 2005

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HP JDBC Driver for SQL/MP Programmer's Reference (527401-003)  
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# HP JDBC Driver for SQL/MP Programmer's Reference

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## Abstract

This document describes how to use the JDBC Driver for SQL/MP (JDBC/MP) on HP NonStop™ servers. JDBC/MP provides HP NonStop Server for Java applications with JDBC access to HP NonStop SQL/MP. JDBC/MP driver conforms where applicable to the standard JDBC 3.0 API from Sun Microsystems, Inc.

## Product Version

HP JDBC Driver for SQL/MP(JDBC/MP)V30 and H10

## Supported Hardware

All HP NonStop S-series servers except S700B and S70000 and all HP NonStop NS-series servers

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This manual supports G06.20 and all subsequent G-series RVUs and H06.03 and all subsequent H-series RVUs until otherwise indicated by its replacement publication.

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527401-002	JDBC Driver for SQL/MP (JDBC/MP) V30	July 2004
527401-003	JDBC Driver for SQL/MP (JDBC/MP) V30 and H10	May 2005

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# JDBC Driver for SQL/MP Programmer's Reference

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# About This Document

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This section explains these subjects:

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## New and Changed Information

This edition of the *JDBC Driver for SQL/MP Programmer's Reference* includes these changes:

- Updated [Supported Hardware](#) information.
  - Updated [Supported Release Version Updates \(RVUs\)](#) information.
  - Added a [Note](#) in the Installing and Verifying JDBC/MP chapter.
  - Added information about the JDBC/MP driver [limitation](#).
  - Added and changed these glossary definitions:
    - [HP NonStop operating system](#) (previously HP NonStop Kernel operating system)
    - [TNS/E](#)
    - [TNS/R](#)
- 

## Is This Document for You?

This JDBC Driver for SQL/MP Programmer's Reference is for Java programmers who want to use the [JDBC API](#) to access SQL databases with [NonStop SQL/MP](#).

This document assumes you are already familiar with NonStop Server for Java—the Java implementation for use in enterprise Java applications on HP NonStop servers. NonStop Server for Java is based on the reference Java implementation for Solaris, licensed by HP from Sun Microsystems, Inc. The NonStop Server for Java is a conformant version of a Sun Microsystems SDK, for example, NonStop Server for Java, based on Java™ 2 Platform, Standard Edition, SDK 1.4.1.

This document also assumes that you are already familiar with the JDBC API from reading literature in the field.

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# Document Structure

This document is a set of linked [HTML](#) files (Web pages). Each file corresponds to one of the sections listed and described in this table:

**Document Sections**

Section	Description
<a href="#">Table of Contents</a>	shows the structure of this document in outline form. Each section and subsection name is a link to that section or subsection.
<a href="#">About This Document</a>	describes the intended audience and the document structure, lists related documents, explains notation conventions and abbreviations, and invites comments.
<a href="#">Introduction to JDBC Driver for SQL/MP</a>	describes the JDBC/MP architecture and the API package.
<a href="#">Installing and Verifying JDBC/MP</a>	describes where to find information about the installation requirements and explains how to verify the JDBC/MP the installation.
<a href="#">Accessing SQL Databases with SQL/MP</a>	explains how to access SQL databases with SQL/MP from the NonStop Server for Java by using JDBC/MP 3.0.
<a href="#">JDBC/MP Compliance</a>	explains how JDBC/MP differs from the Sun Microsystems JDBC standard because of limitations of SQL/MP and the JDBC/MP driver.
<a href="#">JDBC Trace Facility</a>	explains how to use the JDBC trace facility
<a href="#">Glossary</a>	Defines many terms that this document uses.
<a href="#">List of Examples</a>	lists the examples in this document. Each example name is a link to that example.
<a href="#">List of Figures</a>	lists the figures in this document. Each figure name is a link to that figure.
<a href="#">List of Tables</a>	lists the tables in this document. Each table name is a link to that table.
<a href="#">Index</a>	lists this document's subjects alphabetically. Each index entry is a link to the appropriate text.

## Printing This Document

Although reading this document on paper sacrifices the HTML links to other documentation that you can use when viewing this document on your computer screen, you can print this document one file at a time, from either the [NonStop Technical Library \(NTL\)](#) or your Web [browser](#). For a list of the sections that make up this document, see [Document Structure](#).

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**Note:** Some browsers require that you reduce the print size to print all the text displayed on the screen.

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# Related Reading

For background information about the features described in this guide, see these documents:

- [HP NonStop JDBC/MP Driver API and Reference](#) (javadoc comments on the JDBC/MP APIs)
  - [NonStop System Computing Documents](#)
  - [Sun Microsystems Documents](#)
- 

## NonStop System Computing Documents

These NonStop system computing documents are available on the NonStop Technical Library (NTL).

- Additional Java-Oriented Products:

- [NonStop Server for Java Programmer's Reference](#)

This documentation describes NonStop Server for Java, a Java environment that supports compact, concurrent, dynamic, and portable programs for the enterprise server. Also, describes how to use [JDBC Trace Facility](#) that can trace the entry point of all the JDBC methods called from the Java applications.

- [NonStop Server for Java Tools Reference Page](#)

This documentation consists of a title page, a table of contents, and the Tools Reference Pages for NonStop Server for Java.

- [NonStop Server for Java API and Reference](#)

This documentation contains the documentation for these packages:

- `com.tandem.os`
- `com.tandem.tmf`
- `com.tandem.util`

- [JToolkit for NonStop Servers Programmer's Reference](#)

This documentation describes the JToolkit for NonStop Servers, a set of additional features that work with NonStop Server for Java.

- [HP NonStop JDBC Server Programmer's Reference](#)

The HP NonStop JDBC server documentation describes the JDBC driver that lets Java programmers to remotely (on a PC or UNIX machine) develop and debug applications that is deployed on NonStop servers to access NonStop SQL databases with SQL/MP or SQL/MX.

- [Using Oracle Jdeveloper With NonStop Enterprise Application Server](#)

This paper describes the considerations for using Oracle Jdeveloper to develop servlets and Enterprise Java Beans applications in the NonStop Enterprise Application Server environment.

- [JDBC Driver for NonStop SQL/MX](#)

This document describes how to use the JDBC Driver for SQL/MX (JDBC/MX) on NonStop servers. JDBC/MX provides NonStop Server for Java applications with JDBC access to NonStop SQL/MX.

- Inspect Manual

Documents the Inspect interactive symbolic debugger for [HP NonStop systems](#). You can use Inspect to debug Java Native Interface (JNI) code running in a [Java virtual machine \(JVM\)](#).

- NonStop ODBC Server Documents

The [HP NonStop ODBC Server](#) enables programs written for the Microsoft Open Database Connectivity

(ODBC) product to access SQL/MP databases. If the NonStop ODBC server is installed on a NonStop server, and an ODBC driver is installed on a [client](#), the client can remotely access a NonStop SQL/MP database by means of a JDBC program that uses a JDBC-ODBC bridge driver.

- ODBC Server Installation and Management Manual

Explains the installation, configuration, management, and tuning of the ODBC Server and its components.

- NonStop ODBC Server Reference Manual

Contains reference information for the NonStop ODBC Server, describes the NonStop ODBC or SQL/MP Server features and the statements that the NonStop ODBC Server supports, and explains how the NonStop ODBC Server accommodates the differences between the ODBC or SQL/MP Server and NonStop SQL/MP.

- SQL/MP Documents

NonStop Server for Java includes JDBC drivers that enable Java programs to interact with NonStop SQL databases with SQL/MP.

- Introduction to SQL/MP

Provides an overview of the SQL/MP product.

- SQL/MP Glossary

Explains the terminology used in the SQL/MP documentation.

- SQL/MP Reference Manual

Explains the SQL/MP language elements, expressions, functions, and statements.

- SQL/MP Installation and Management Guide

Explains how to plan, install, create, and manage a NonStop SQL/MP database; describes the syntax of installation and management commands; and describes NonStop SQL/MP [catalogs](#) and file structures.

- SQL/MP Query Guide

Explains how to retrieve and modify data from a NonStop SQL/MP database and how to analyze and improve query performance.

- SQL/MP Report Writer Guide

Explains how to use report writer commands and [SQLCI](#) options to design and produce reports.

- SQL/MP Version Management Guide

Explains the rules that govern version management for the NonStop SQL software, catalogs, objects, messages, programs, and data structures.

- SQL/MP Messages Manual

Explains NonStop SQL/MP messages for the conversational interface, the [application programming interface \(API\)](#), and the utilities.

- SQL/MP Programming Manual for C

Describes the SQL/MP programmatic interface for ANSI C. Also describes embedded SQL statements used in C applications.

- SQL/MP Programming Manual for COBOL85

Describes the SQL/MP programmatic interface for ANSI COBOL. Also describes embedded SQL statements used in COBOL applications.

- TMF Documents

- TMF Introduction

Introduces the concepts of transaction processing and the features of the **HP NonStop Transaction Management Facility (TMF)** product.

- TMF Application Programmer's Guide

Explains how to design requester and server modules for execution in the TMF programming environment and describes system procedures that are helpful in examining the content of TMF audit trails.

## Sun Microsystems Documents

These documents were available on Sun Microsystems Web sites when the JDBC Driver for SQL/MP was released, but HP cannot guarantee their continuing availability. If a link to a Sun Microsystems document fails, use the [Sun Microsystems web site search engine](http://java.sun.com/share/search.htm) (<http://java.sun.com/share/search.htm>) or contact the [Sun Microsystems webmaster](http://java.sun.com/cgi-bin/feedback.pl) (<http://java.sun.com/cgi-bin/feedback.pl>).

- [JDBC 3.0 Specification](http://java.sun.com/products/jdbc/download.html), available for downloading from Sun Microsystems (<http://java.sun.com/products/jdbc/download.html>).
- [JDBC API Documentation](http://java.sun.com/j2se/1.4.1/docs/guide/jdbc/index.html), includes links to APIs and Tutorials (<http://java.sun.com/j2se/1.4.1/docs/guide/jdbc/index.html>)
- [JDBC Data Access API](http://java.sun.com/products/jdbc/index.html) general information (<http://java.sun.com/products/jdbc/index.html>)
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- JDBC API Javadoc Comments
  - Core JDBC 3.0 API in the [java.sql package](http://java.sun.com/j2se/1.4.2/docs/api/java/sql/package-summary.html) (<http://java.sun.com/j2se/1.4.2/docs/api/java/sql/package-summary.html>)
  - Optional JDBC 3.0 API in the [javax.sql package](http://java.sun.com/j2se/1.4.2/docs/api/javax/sql/package-summary.html) (<http://java.sun.com/j2se/1.4.2/docs/api/javax/sql/package-summary.html>)

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Note: Sun Microsystems Java 2 SDK, Standard Edition, Version 1.4.1 documentation is provided on the NonStop Server for Java product distribution CD for your convenience if you cannot get Java documentation from the Sun Microsystems Web sites. For more information, see the NonStop Server for Java Programmer's Reference.

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## Notation Conventions

### Bold Type

**Bold type** within text indicates terms defined in the Glossary. For example:

**abstract class**

### Computer Type

Computer type letters within text indicate keywords, reserved words, command names, class names, and method names; enter these items exactly as shown. For example:

myfile.c

### Italic Computer Type

*Italic computer type* letters in syntax descriptions or text indicate variable items that you supply. For example:

pathname

### [ ] Brackets

Brackets enclose optional syntax items. For example:

```
jdb [options]
```

A group of items enclosed in brackets is a list from which you can choose one item or none. Items are separated by vertical lines. For example:

```
where [threadID|all]
```

### **{ } Braces**

A group of items enclosed in braces is a list from which you must choose one item. For example:

```
-c identity {true|false}
```

### **| Vertical Line**

A vertical line separates alternatives in a list that is enclosed in brackets or braces. For example:

```
where [threadID|all]
```

### **... Ellipsis**

An ellipsis immediately following a pair of brackets or braces indicates that you can repeat the enclosed sequence of syntax items any number of times. For example:

```
print {objectID|objectName} ...
```

An ellipsis immediately following a single syntax item indicates that you can repeat that syntax item any number of times. For example:

```
dump objectID ...
```

### **Punctuation**

Parentheses, commas, equal signs, and other symbols not previously described must be entered as shown. For example:

```
-D propertyName=newValue
```

### **Item Spacing**

Spaces shown between items are required unless one of the items is a punctuation symbol such as a parenthesis or comma. If there is no space between two items, spaces are not permitted. In this example, spaces are not permitted before or after the period:

```
subvolume-name.filename
```

### **Line Spacing**

If the syntax of a command is too long to fit on a single line, each line that is to be continued on the next line ends with a backslash (\) and each continuation line begins with a greater-than symbol (>). For example:

```
/usr/bin/c89 -c -g -I /usr/tandem/java/include \  
> -I /usr/tandem/java/include/oss -I . \  
> -Wextensions -D_XOPEN_SOURCE_EXTENDED=1 jnative01.c
```

---

# Abbreviations

ANSI. American National Standards Institute

API. application program interface

ASCII. American Standard Code for Information Interchange

BLOB. Binary Large Object

CD. compact disk

CLOB. Character Large Object

COBOL. Common Business-Oriented Language

CPU. central processing unit

DCL. Data Control Language

DDL. Data Definition Language

DML. Data Manipulation Language

HTML. Hypertext Markup Language

HTTP. Hypertext Transfer Protocol

IEC. International Electrotechnical Committee

ISO. International Organization for Standardization

JAR. Java Archive

JCK. Java Conformance Kit

JFC. Java Foundation Classes

JDBC. Java Database Connectivity

JDBC/MP. JDBC Driver for SQL/MP

JDBC/MX. JDBC Driver for SQL/MX

JDK. Java Development Kit

JNDI. Java Naming and Directory Interface

JNI. Java Native Interface

JRE. Java Run-time Environment

LAN. local area network

NonStop TS/MP. NonStop Transaction Services/MP

NTL. NonStop Technical Library

OSS. Open System Services

POSIX. portable operating system interface x

RISC. reduced instruction set computing

RVU. Release Version Update

SQL/MP. Structured Query Language/MP

SQL/MX. Structured Query Language/MX

TCP/IP. Transmission Control Protocol/Internet Protocol

TMF. Transaction Management Facility

URL. uniform resource locator

VM. virtual machine

WWW. World Wide Web



# Introduction to JDBC/MP Driver

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The HP JDBC Driver for SQL/MP (JDBC/MP) implements the JDBC technology that conforms to the standard JDBC 3.0 Data Access [API](#). This JDBC/MP driver enables Java applications to use HP NonStop SQL/MP to access NonStop SQL databases.

For more information on the JDBC APIs associated with the JDBC/MP implementation, see [Sun Microsystems Documents](#). To obtain detailed information on the standard JDBC API, you should download the JDBC API documentation provided by Sun Microsystems (<http://java.sun.com/products/jdbc/download.html>).

The JDBC/MP driver and HP NonStop Server for Java is a Java environment that supports compact, [concurrent](#), dynamic, [portable](#) programs for the enterprise server. The JDBC/MP driver requires NonStop Server for Java and SQL/MP, which both require the HP NonStop Open System Services (OSS) environment. The NonStop Server for Java uses the HP NonStop operating system to add the NonStop system fundamentals of [scalability](#) and program [persistence](#) to the Java environment.

This section explains these subjects:

- [JDBC Driver Types](#)
  - [JDBC/MP Architecture](#)
  - [JDBC/MP API Packages](#)
- 

## JDBC Driver Types

This table describes the types of JDBC drivers:

Type		Written in Java	Description
No.	Name		

1	JDBC-to-ODBC bridge	Possibly	Uses a JDBC-to-ODBC bridge to translate JDBC calls to <a href="#">ODBC</a> calls, which are handled by an ODBC driver. This requires an ODBC driver on the client side and an ODBC server on the server side.
2	Native protocol	Partially	Translates JDBC calls into the native API for a particular database. The driver must run on a machine where this API is available. ( <a href="#">sqlmp</a> is a Type 2 driver.)
3	Pure Java	Entirely	Translates JDBC calls to a database-independent protocol for transmission over the network. Server middleware then translates this protocol into a database's native protocol.
4	Native protocol, Pure Java	Entirely	Translates JDBC calls directly to the network protocol of a particular database. Thus, a JDBC program on the client can call directly to the database server.

---

**Note:** HP does not support third-party JDBC drivers for NonStop systems, but any JDBC driver that is written entirely in Java (that is, a Type 3 or a Type 4 driver) can run on top of the NonStop Server for Java. To use such a driver to connect your Java program to a third-party database, see the third-party instructions for that driver.

---

## JDBC/MP Architecture

The JDBC/MP driver is a Type 2 driver; it employs proprietary, native APIs to use SQL/MP to access NonStop SQL databases. The native API of SQL/MP cannot be called from client systems. Therefore, the JDBC/MP driver runs on NonStop servers only.

The JDBC/MP driver is best suited for a three-tier model. In the three-tier model, commands are sent to a middle tier of services, which then sends the commands to the data source. The data source processes the commands and sends the results back to the middle tier, which then sends the results to the user. This use of the middle tier

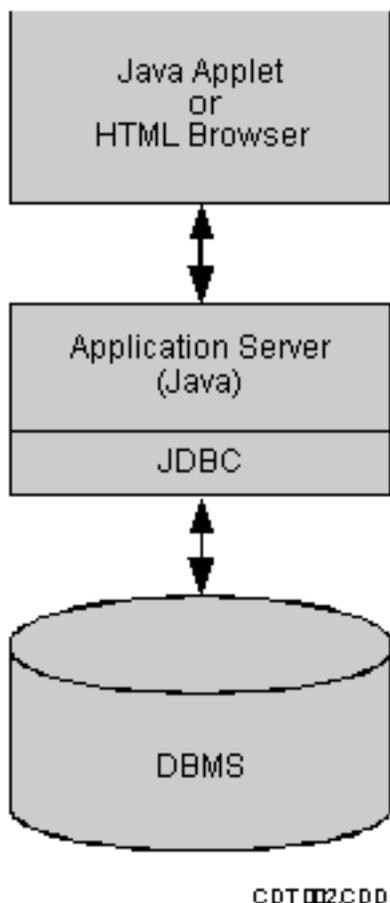
- Allows you to maintain control over access and the kinds of updates that can be made to corporate data

- Simplifies the deployment of applications
- Can provide performance advantages

This figure illustrates a three-tier architecture for database access:

### Architecture of the JDBC Driver for SQL/MP

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## JDBC/MP API Packages

The [JDBC/MP API packages](#) are shipped with the JDBC Driver for SQL/MP software.

The `java.sql` and `javax.sql` packages are included as part of Java 2, Standard Edition (J2SE) 1.4.1 and, therefore, are available with the core APIs delivered with the NonStop Server for Java product.

---

# Limitation

In TNS/E, applications cannot have their own embedded SQL code. An application using the JDBC/MP driver cannot have any other object with embedded SQL code linked to it.

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# Installing and Verifying JDBC/MP

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This section explains these subjects:

- [JDBC/MP Driver Requirements](#)
  - [Verifying the JDBC/MP Driver](#)
- 

## JDBC/MP Driver Requirements

Before using the JDBC Driver for SQL/MP, the product components must be installed and the [Java virtual machine \(JVM\)](#) must be compiled by the SQL compiler. In TNS/E, JVM must not be recompiled by the SQL compiler.

See the Softdoc or the README file that accompanies the NonStop Server for Java product for information about these tasks.

---

**Note:** The JDBC driver for SQL/MP has the same hardware requirement as NonStop Server for Java, which can run on all HP NonStop NS-Series servers and all S-series servers except S700B and S70000. See the Softdoc for NonStop Server for Java product for current requirements.

---

## Verifying the JDBC/MP Driver

To verify the SQL/MP driver after installation, run the [Sample SQL/MP Program](#).

---

**Note for TNS/E:** The libsqlmp.lib file no longer exists in JDBC/MP 3.0. The libsqlmp.lib file is replaced by the libsqlmp.so file that is copied in the \$JDBC\_HOME/T1277H10/current/lib directory. JDBC installation dependency on the java\_public\_lib directory is now removed. The SQL compile operation is now executed on the libsqlmp.so file when installing JDBC/MP.

---

HP JDBC Driver for SQL/MP Programmer's Reference (527401-003)  
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# Accessing SQL Databases with SQL/MP

---

Java programs interact with NonStop SQL databases using [NonStop SQL/MP](#) and the [Java Database Connectivity \(JDBC\) API](#).

The NonStop Server for Java and the JDBC Driver for SQL/MP include these items:

- The JDBC 3.0 API
- The JDBC [DriverManager](#) in the [Java Development Kit \(JDK\)](#) 1.4.1
- These Type 2 [drivers](#), which behave identically except where stated otherwise:
  - The standard driver, `sqlmp`, which manages transactions as described in the [JDBC API documentation](#) provided by Sun Microsystems.
  - The transaction-aware driver, `sqlmptx` that lets you to define transactions outside of JDBC using the methods described in the NonStop Server for Java Programmer's Reference under "Transactions".

This section describes this subjects:

- [Setting a Column in an SQL Table to Null](#)
- [Transactions and JDBC](#)
- [SQL/MP Driver Requirements](#)
- [Verifying the SQL/MP Driver](#)
- [JDBC Driver Types](#)
- [JDBC DriverManager](#)
- [Loading a Driver](#)
- [Connecting a Program to a Database](#)
- [Passing SQL/MP Statements to a Database](#)
- [Compatible Java and SQL/MP Data Types](#)
- [Referring to Database Objects](#)
- [Connection Pooling and the Application Server](#)
- [Connection Pooling in a Basic DataSource Implementation](#)
- [Statement Pooling](#)
- [JDBC/MP Connection-Pooling and Statement-Pooling Properties](#)
- [Troubleshooting](#)
- [Sample SQL/MP Program](#)

---

## Setting a Column in an SQL Table to Null

If you want to set a column in a SQL/MP table to null, you must supply a null indicator when you create the update statement for the table. For example, if a table is defined as:

```
create table foo( empnum smallint unsigned not null,  
                lastname character(20) not null,  
                deptnum smallint unsigned,
```

```
primary key (empnum) ) organization key sequenced");
```

and you want to insert a new `foo` row and to set `deptnum` to null (which is permissible because it is not defined as not null), you must include a null indicator in the insert statement:

```
PreparedStatement stmt;  
stmt = conn.prepareStatement("insert into foo values(?,?,??);
```

Note that the last two question marks are not separated by commas; the first question mark of the pair indicates that a value can be set for this column (the `deptnum` column, as these question marks appear in the third position) and the second is the null indicator, showing that the column can be set to null. If the second question mark is not present, the column could not be set to null.

---

## Transactions and the JDBC Driver for SQL/MP

The [Transaction Management Facility \(TMF\)](#) is the system entity that manages transactions. You cannot make procedure calls to TMF directly from any Java application. You must use either the `com.tandem.tmf.Current` class (described in the NonStop Server for Java API Reference) or the Java Transaction API (JTA) to manage transactions.

### Autocommit Mode and the Standard Driver

In autocommit mode, the standard driver automatically manages transactions for you. You do not need to explicitly begin and end transactions. In fact, if you have used the `Current` class method or JTA to begin a transaction before calling the standard driver, the driver throws an exception.

Each statement forms a separate transaction that is committed when the statement is closed or the next time an `executeQuery`, `executeUpdate`, or `execute` method is called. When a `ResultSet` is returned, the standard driver commits the transaction when the last row of the result set is retrieved, when the `ResultSet` is closed, or when the statement is closed (which automatically closes the `ResultSet`). If you invoke another `executeQuery`, `executeUpdate`, or `execute` method when a `ResultSet` is open, the driver closes the result set and commits the transaction. The driver then begins a new transaction for the newly called method.

Autocommit mode is the default for the standard SQL/MP driver.

### Nonautocommit Mode and the Standard Driver

In nonautocommit mode, you must manually commit or roll back a transaction. In this mode, a transaction is defined as all the statements preceding an invocation of `commit()` or `rollback()`. Both `commit()` and `rollback()` are methods in the `Connection` class.

### Autocommit Mode and the Transaction-Aware Driver

Requesting autocommit mode (that is, specifying `setAutoCommit(true)`) with the transaction-aware driver causes an `SQLException`.

### Nonautocommit Mode and the Transaction-Aware Driver

Nonautocommit mode is the default for the transaction-aware driver. You must manage all transactions using `com.tandem.tmf.Current` or the JTA.

---

# JDBC DriverManager

The JDBC DriverManager maintains a list of available JDBC drivers. When a program calls the `getConnection` method, the JDBC DriverManager searches this list and connects the calling program to the appropriate JDBC driver.

---

## Loading a Driver

To load a JDBC driver, load its JDBC driver class into the Java Virtual Machine (JVM) in one of these ways:

- [Specify the JDBC driver class on the `java` command line.](#)
- [Add the JDBC driver class to the `jdbc.drivers` property.](#)
- [Load the JDBC driver class directly into the JVM.](#)

The first two of the preceding ways enable you to change drivers without modifying your program code; the third way does not.

The standard SQL/MP driver and the transaction-aware driver share the same code, so you use the same syntax to load either of them.

---

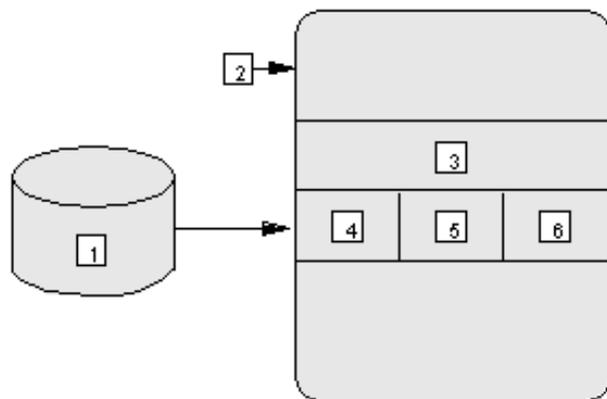
**Note:** The SQL/MP driver file, `com/tandem/sqlmp/SQLMPDriver.class`, is stored in the JAR file `sqlmp.jar`, which contains HP additions to the JVM. The SQL/MP driver file belongs to the JDBC driver class `com.tandem.sqlmp.SQLMPDriver`.

---

This figure shows a JDBC driver class being loaded into the JVM, which already contains the JDBC DriverManager and three databases.

### Loading a JDBC Driver Class Into the JVM

---



CDT 001.CDD

---

#### Legend

1. JDBC driver class
  2. Java Virtual Machine (JVM)
  3. JDBC Driver Manager
  4. SQL/MP database
  5. Oracle database
  6. JavaDB database
-

# Specifying the JDBC Driver Class on the java Command Line

To specify the JDBC driver class on the java command line, use the `-Djdbc.drivers` option. For example, this java command loads the SQL/MP driver, whose class name is `com.tandem.sqlmp.SQLMPDriver`:

```
java -Djdbc.drivers=com.tandem.sqlmp.SQLMPDriver
```

To specify multiple JDBC driver classes on the java command line, separate them with semicolons. For example, this java command loads the SQL/MP driver and a driver whose class name is `com.javaco.purejavajdbc.Driver`:

```
java -Djdbc.drivers=com.tandem.sqlmp.SQLMPDriver;com.javaco.purejavajdbc.Driver
```

## Adding the JDBC Driver Class to the jdbc.drivers Property

To add the JDBC driver class to the `jdbc.drivers` property:

1. Create a new `Properties` object using this command:

```
Properties prop=new Properties();
```

2. Add the JDBC driver class to the `jdbc.drivers` property using this command:

```
prop.put("jdbc.drivers", "driver_class_name[;driver_class_name]");
```

3. Set the system properties using this command:

```
System.setProperties(prop);
```

The first call to a `JDBC DriverManager` method loads the driver or drivers.

This code adds the SQL/MP driver and the JDBC driver whose class name is `com.javaco.purejavajdbc.Driver` to the `jdbc.drivers` property:

```
Properties prop=new Properties();
prop.put("jdbc.drivers", "com.tandem.sqlmp.SQLMPDriver; \
> com.javaco.purejavajdbc.Driver");
System.setProperties(prop);
```

## Loading the JDBC Driver Class Directly Into the JVM

To load the JDBC driver class directly into the JVM, use the `Class.forName()` method.

This code loads the SQL/MP driver and the JDBC driver whose class name is `com.javaco.purejavajdbc.Driver` directly into the JVM:

```
Class.forName("com.tandem.sqlmp.SQLMPDriver");
Class.forName("com.javaco.purejavajdbc.Driver");
```

---

# Connecting a Program to a Database

After a driver is loaded, you can use it to connect your Java program to a database by passing the URL of the database to the `DriverManager.getConnection()` method.

You do not need to specify a username and a password to connect to an SQL/MP database.

## Standard Driver Example

In a Java program, this code uses the standard driver, `sqlmp`, to create a connection (`myConnection`) between the program and the local SQL/MP database:

```
import java.sql.*;
...
Connection myConnection = DriverManager.getConnection("jdbc:sqlmp:");
```

---

**Note:** You must specify the URL for the driver exactly as it is shown in this and these examples.

---

## Transaction-Aware Driver Example

In a Java program, this code uses the transaction-aware driver, `sqlmptx`, to create a connection (`myConnection`) between the program and the local SQL/MP database:

```
import java.sql.*;
...
Connection myConnection = DriverManager.getConnection("jdbc:sqlmptx:");
```

# Passing SQL/MP Statements to a Database

When you have a connection between your Java program and an SQL/MP database, you can create an SQL statement and pass it to the database that returns a result. To create an SQL statement, use the connection's `createStatement()` method. To pass the statement to the database, use the statement's `executeQuery()` method.

Each SQL statement runs as a waited operation, so executing an SQL statement within a thread blocks the JVM.

---

**Note:** If your SQL query includes the name of an SQL/MP table, fully qualify the table name in the query. Otherwise, the volume and subvolume of the table name defaults to the current volume and subvolume.

---

In this example, the result set is not cached, so each call to `next()` retrieves more information from the database:

```
import java.sql.*;
...
// Create a statement:

Statement myStatement = myConnection.createStatement();

// Pass the string argument directly to the database;
// results are returned in the ResultSet object, r:

ResultSet r = myStatement.executeQuery("SELECT * from $DATA1.DBASE.EMPL");
```

```
// Retrieve successive rows from the result set and
// print the first column of each row, which is a String:
```

```
while (r.next())
    System.out.println("Column 1: " + r.getString(1));
```

For information about how database transactions are delimited, committed, and rolled back when using JDBC, see [Transactions and the JDBC Driver for SQL/MP](#).

## Compatible Java and SQL/MP Data Types

This table shows which Java data types can hold which SQL/MP data types. Use this table to determine which [get\(\) method](#) to call to read a particular type of data from a result set or which [set\(\) method](#) to call to define the data type of a prepared statement's input parameter. For example, if you select CHAR data from a database, use `getString()` to retrieve the CHAR data from the result set.

Compatible Java and SQL/MP Data Types

		SQL Data Types													
		S M A L L I N T	I N T E G E R	L A R G E I N T	R E F E R E N C E	F L O A T	D O U B L E	C O M P L E X	D I S T I N C T	V A R I A N T	C H A R	C H A R A C T E R	T I M E S T A M P	D A T E T I M E	
J a v a  D a t a  T y p e s	Byte	<b>R</b>	s	s	s	s	s	s	s	s	s	n	n	n	n
	Short	<b>R</b>	s	s	s	s	s	s	s	s	s	n	n	n	n
	Int	s	<b>R</b>	s	s	s	s	s	s	s	s	n	n	n	n
	Long	s	s	<b>R</b>	s	s	s	s	s	s	s	n	n	n	n
	Float	s	s	s	<b>R</b>	s	s	s	s	s	s	n	n	n	n
	Double	s	s	s	s	s	<b>R</b>	s	s	s	s	n	n	n	n
	BigDecimal	s	s	s	s	s	s	<b>R</b>	s	s	s	n	n	n	n
	BigInteger	s	s	s	s	s	s	s	<b>R</b>	s	s	n	n	n	n
	Boolean	<b>R</b>	s	s	s	s	s	s	s	s	s	n	n	n	n
	String	s	s	s	s	s	s	s	s	<b>R</b>	<b>R</b>	n	n	n	n
	Bytes	n	n	n	n	n	n	n	n	n	n	n	n	n	n
	Date	n	n	n	n	n	n	n	n	n	n	<b>R</b>	n	n	s
	Time	n	n	n	n	n	n	n	n	n	n	n	<b>R</b>	n	s

Timestamp	n	n	n	n	n	n	n	n	n	n	n	n	n	R	R
AsciiStream	n	n	n	n	n	n	s	n	R	R	n	n	n	n	n
UnicodeStream	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n
BinaryStream	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n
Object	s	s	s	s	s	s	s	s	s	s	n	n	n	n	n

Legend

R	Recommended
s	Supported
n	Not supported for current release

## Referring to Database Objects

By default, the SQL/MP driver uses Guardian file names for SQL/MP database objects, as this table shows.

### Default SQL/MP Database Object Names

Database Object	Default Name *	Examples
Catalog	<code>[\node.][volume.]subvol</code>	<code>\$sqldata.sales</code> <code>\tokyo.\$disk02.sqlcat</code>
Index	<code>[\node.][[volume.]subvol.]fileID</code>	<code>emptab</code>
Table		<code>\$sqldisk.fy02.xsalary</code> <code>\newyork.\$sqldisk.fy02.salary</code>

\* If you omit *node*, *volume*, or *subvol*, the SQL/MP driver uses your current node, volume, or subvolume to fully qualify the database object name. For more information, see the SQL/MP Reference Manual.

If you are trying to obtain information about the SQL/MP system catalog and that catalog does not reside in the default location (`$system.sql`), you must specify this DEFINE before you start your Java application:

```
set defmode on
add_define =SQL_SYSTEMCAT_LOC class=map file=\$vol.subvol.catalogs
```

In your Java source code, you can always refer to SQL/MP database objects by their default Guardian file names. In some cases, you can also refer to them by names that you choose (aliases). Aliases are useful when you port an application that can be used on SQL databases having table names that do not conform to the table names used with SQL/MP.

These subsections explain:

- [When you can use aliases](#)
- [How to create and use aliases](#)
- [Which SQL statements support aliases](#)

# When You Can Use Aliases

You can use aliases for these SQL/MP database objects:

- Catalogs
- Collations
- Tables (including table qualifiers for columns)
- Views

If an SQL/MP database object is not in the preceding list, you must refer to it by its default Guardian file name.

## Creating and Using Aliases

To create and use aliases:

1. Create a `java.util.Properties` object.
2. Put each alias-Guardian file-name pair (called a substitution property) in the `java.util.Properties` object. Prefix each alias with a plus sign (+). The individual `put ( )` calls for this step can be either in your program.

---

**Note:** Previous versions of the NonStop Server for Java used an equal sign (=) instead of a plus sign. For compatibility, the JDBC Driver for SQL/MP supports the equal sign, but HP recommends the plus sign for new programs.

---

3. Connect your program to the database, passing the `java.util.Properties` object to `DriverManager.getConnection( )`.
4. In SQL statements that require a property to alias an SQL name, use the aliases instead of their Guardian file names. Do not include the plus sign (+) prefixes in the SQL statements.

## Specifying Properties Using the `put ( )` Method

This example creates and uses two aliases: `longname1`, for the Guardian file name `$VOL1.MYVOL.MYTAB`, and `longname2`, for the Guardian file name `$VOL1.MYVOL.MYTAB2`. The `put ( )` calls that create the aliases are in the program, not in a separate file.

```
// Create a java.util.Properties object named prop
java.util.Properties prop=new java.util.Properties();

// Create the alias longname1 for the Guardian filename $VOL1.MYVOL.MYTAB
prop.put("+longname1", "$VOL1.MYVOL.MYTAB");

// Create the alias longname2 for the Guardian filename $VOL1.MYVOL.MYTAB2
prop.put("+longname2", "$VOL1.MYVOL.MYTAB2");

// Connect the program to the database, passing prop
conn = DriverManager.getConnection("jdbc:sqlmp:", prop);

// Create an SQL statement
stmt = conn.createStatement();

// Use the aliases instead of their Guardian filenames
rslt = stmt.executeQuery("select * from longname1 where coll='pickme'");
rslt = stmt.executeQuery("select * from longname2 where coll='pickme'");
```

## Specifying Properties in a Properties File

This program has the same effect as the preceding program, except that the properties are in the file `jdbc-properties`. The file `jdbc-properties` contains these lines:

```
+longname1,$VOL1.MYVOL.MYTAB  
+longname2,$VOL1.MYVOL.MYTAB2
```

To use this file within your program, you can either :

- (a) create a properties object and load the file within your program or
- (b) provide a System property called `jdbcProfile` to tell JDBC the name of your properties file.

## Loading a Properties File Programmatically

This sample code loads a properties file:

```
// Create a java.util.Properties object named prop  
java.util.Properties prop=new java.util.Properties();  
  
// Load the file that creates the aliases  
prop.load("jdbc-properties");  
  
// Connect the program to the database, passing prop  
conn = DriverManager.getConnection("jdbc:sqlmp:", prop);  
  
// Create an SQL statement  
stmt = conn.createStatement();  
  
// Use the aliases instead of their Guardian filenames  
rslt = stmt.executeQuery("select * from longname1 where coll='pickme');  
rslt = stmt.executeQuery("select * from longname2 where coll='pickme');
```

## Loading a Properties File Using a System Property

The JDBC driver (optionally) looks for a System property called `jdbcProfile`. If you set this System property to the name of a file containing alias properties, the JDBC driver automatically loads that file.

This sample code uses that System property:

```
//Start your program specifying the System property jdbcProfile  
java -DjdbcProfile=/h/mydir/jdbc-properties  
-Djdbc.drivers=com.tandem.sqlmp.SQLMPDriver test1  
  
//Create an SQL statement  
stmt = conn.createStatement();  
  
// Use the aliases instead of their Guardian filenames  
rslt = stmt.executeQuery("select * from longname1 where coll='pickme');  
rslt = stmt.executeQuery("select * from longname2 where coll='pickme');
```

## Which SQL Statements Support Aliases

These SQL statements support alias substitution:

- In the Data Control Language (DCL):

- CONTROL TABLE
- LOCK TABLE
- UNLOCK TABLE
- In the Data Definition Language (DDL):
  - ALTER CATALOG
  - ALTER COLLATION
  - ALTER INDEX
  - ALTER PROGRAM
  - ALTER TABLE
  - ALTER VIEW
  - COMMENT
  - CREATE CATALOG
  - CREATE COLLATION
  - CREATE CONSTRAINT
  - CREATE INDEX
  - CREATE SYSTEM CATALOG
  - CREATE TABLE
  - CREATE VIEW
  - DROP
  - HELP TEXT
  - UPDATE STATISTICS
- In the Data Manipulation Language (DML):
  - DECLARE CURSOR
  - DELETE
  - INSERT
  - SELECT
  - UPDATE

Substitution also works on subqueries.

The alias substitution mechanism does not substitute Guardian file names and Guardian DEFINES. If your SQL query uses a DEFINE, you cannot use this alias substitution mechanism.

In this example, no alias substitution is possible:

```
select =jobcode, =deptnum, =first_name, =last_name from persnl.employee
where =jobcode > 500 and =deptnum <= 3000 order by =jobcode browse access
```

In this example of a nested statement, the candidates for substitution are printed in **bold type**:

```
update employee set salary = salary*1.1
where deptnum in (select deptnum from dept where location = "San Francisco")
```

In this example, the candidates for substitution are printed in **bold type**. Candidates include the correlation names, o and p, because they can be user-defined names that can be replaced by Guardian table names (such as parts).

```
select ordernum,
sum(qty_ordered*price) from parts p, odetail o
where o.partnum = parts.partnum
and ordernum in (select ordernum from orders o, customer c
where o.custnum = c.custnum and state = "CALIFORNIA" group by ordernum)
```

---

**Note:** Mapping `parts` to a fully qualified Guardian name (such as `$sys1.vol.subvol.parts`) results in an invalid SQL statement because the substitution procedure also replaces the second occurrence of `parts`.

---

To check the effect of alias substitution during development, use the `SQLMPConnection.nativeSQL(String str)` function. This function returns the SQL statement that results from performing alias substitutions on the SQL statement `str`.

---

## Connection Pooling and the Application Server

Usually, in a three-tier environment, the application server implements the connection-pooling component. How to implement this component is described in these topics:

- [Guidelines for Implementing an Application Server to Use Connection Pooling](#)
- [Standard `ConnectionPoolDataSource` Object Properties](#)
- [Registering the `ConnectionPoolDataSource` and `DataSource` with a JNDI-Based Name Service](#)

### Guidelines for Implementing an Application Server to Use Connection Pooling

- The application server maintains a cache of the `PooledConnection` objects created by using the `ConnectionPoolDataSource` interface. When the client requests a connection object, the application looks for the proper `PooledConnection` object. The lookup criteria and other methods are specific to the application server.
- The application server implements the `ConnectionEventListener` interface and registers the listener object with the `PooledConnection` object. The JDBC/MP driver notifies the listener object with a `connectionClosed` event when the application is finished using the `PooledConnection` object. Then, the application server can reuse this `PooledConnection` object for future requests.

With the JDBC/MP driver, a pooled connection cannot fail to be initialized; therefore, the `connectionErrorOccurred` event cannot occur.

- The application server manages the connection pool by using the `SQLMPConnectionPoolDataSource`, which implements the `ConnectionPoolDataSource` interface. Use the getter and setter methods, provided by JDBC/MP, to set the connection-pool configuration properties listed in the table of [Standard `ConnectionPoolDataSource` Object Properties](#).
- In an environment that uses an application server, deployment of an `SQLMPConnectionPoolDataSource` object requires that both an application-visible `DataSource` object and the underlying `SQLMPConnectionPoolDataSource` object be registered with a JNDI-based naming service. For more information, see [Registering the `SQLMPConnectionPoolDataSource` and `DataSource` Objects with a JNDI-Based Naming Service](#).

### Standard `ConnectionPoolDataSource` Object Properties

Property Name	Type	Default Value*	Description

maxStatements	int	0	The maximum number of PreparedStatement objects that the pool should cache. A value of 0 (zero) disables statement pooling.
minPoolSize	int	0	The number of physical connections the pool should keep available at all times.
maxPoolSize	int	0	The maximum number of physical connections that the pool should contain. A value of 0 (zero) indicates no maximum size.
initialPoolSize	int	0	The number of physical connections the pool should keep workable at all times. A value of 0 (zero) indicates that connections should be created as needed.
maxIdleTime	int	0	The number of seconds that a physical connection should remain unused in the pool before the connection is closed.
propertyCycle	int	0	The interval, in seconds, that the pool should wait before enforcing the current policy defined by the values of the previous connection-pool properties.
* <b>Note:</b> The application server defines the semantics of how these properties are used.			

## Registering the ConnectionPoolDataSource and DataSource Objects with a JNDI-Based Naming Service

In an environment that uses an application server, deployment of an `SQLMPConnectionPoolDataSource` object requires that both an application-visible `DataSource` object and the underlying `SQLMPConnectionPoolDataSource` object be registered with a JNDI-based naming service.

The first step is to deploy the `SQLMPConnectionPoolDataSource` implementation, as is done in this code example:

```
com.tandem.sqlmp.SQLMPConnectionPoolDataSource cpds =
    new com.tandem.sqlmp.SQLMPConnectionPoolDataSource();

cpds.setDatabaseName("booklist");
cpds.setMaxPoolSize(40);
cpds.setMaxStatements(100);
cpds.setTransactionMode("INTERNAL");
...

// Register the SQLMPConnectionPoolDataSource with JNDI,
// using the logical name "jdbc/pool/bookserver_pool"
```

```
Context ctx = new InitialContext();
ctx.bind("jdbc/pool/bookserver_pool", cpds);
```

After this step is complete, the `SQLMPConnectionPoolDataSource` implementation is available as a foundation for the client-visible application-server `DataSource` implementation. The user deploys the application server `DataSource` implementation such that it references the `SQLMPConnectionPoolDataSource` implementation, as shown:

```
// Three Star Server DataSource implements the DataSource
// interface. Create an instance and set properties.
```

```
com.threeStar.appserver.PooledDataSource ds =
new com.threeStar.appserver.PooledDataSource();
ds.setDescription("Datasource with connection pooling");
```

```
// Reference the registered SQLMPConnectionPoolDataSource
ds.setDataSourceName("jdbc/pool/bookserver_pool");
```

```
// Register the DataSource implementation with JNDI, by using the
// logical name "jdbc/bookserver".
```

```
Context ctx = new InitialContext();
ctx.bind("jdbc/bookserver", Ds);
```

For more information about connection pooling and the application server, see the JDBC 3.0 specification.

---

## Connection Pooling in a Basic DataSource Implementation

For your NonStop Server for Java application to enable connection pooling, use the JDBC basic `DataSource` interface. The JDBC/MP driver implements the `DataSource` interface with a class called `SQLMPDataSource`.

You can use `SQLMPDataSource` implementation to provide:

- Both connection and statement pooling
- Only connection pooling
- Only statement pooling
- A connection with neither connection pooling nor statement pooling

The connection pooling implementation is described in these topics:

- [Basic DataSource Object Properties](#)
- [Requesting Connection and Statement Pooling](#)
- [Determining of the Pool is Large Enough](#)
- [Using an SQLMPDataSource with an SQLMPConnectionPoolDataSource](#)

## Basic DataSource Object Properties

The basic `DataSource` class includes a set of properties that control connection pooling.

To set the property values for your application, you use the `SQLMPDataSource` class, which provides getter and setter methods. The properties, listed below, are described under [JDBC/MP Connection-Pooling and Statement-Pooling Properties](#).

- [maxStatements](#)
- [maxPoolSize](#)
- [minPoolSize](#)
- [poolLogging](#)
- [TransactionMode](#)
- [jdbcPropfile](#)

---

**Note:** The properties defined for the `SQLMPDataSource` class and the `SQLMPConnectionPoolDataSource` class are similar but the default values are slightly different.

---

## Requesting Connection and Statement Pooling

Before deploying an `SQLMPDataSource`, set the properties that request both connection and statement pooling. This code example shows these properties being set:

```
SQLMPDataSource ds = new SQLMPDataSource();
ds.setMaxPoolSize(0);
ds.setMaxStatements(100);
```

The values that you use when setting these properties depend on your application. Notice that the `minPoolSize` property was not set. Because creating a connection is not an expensive operation for the JDBC/MP driver, only the `maxPoolSize` property needs to be set.

## Determining if the Pool is Large Enough

If the values specified for the connection pool are not large enough for a specific application, the JDBC/MP driver throws an `SQLException` when a user application tries to obtain a connection and the pool is full. If this error occurs, consider setting `maxPoolSize` to zero (0) to make the size of the connection pool unlimited.

If the values specified for the prepared statement pool are not large enough for a specific application, the JDBC/MP driver still returns a `PreparedStatement`. In this case, the JDBC/MP driver might not pool all the prepared statements used by the application when the application is in a steady state.

To determine if the pool is large enough for an application, `SQLMPDataSource` provides the standard methods `setLogWriter` and `getLogWriter`, which you can use with the `setPoolLogging` method (which is not according to the JDBC 3.0 standard). To get the status of the connection pool or statement pool, deploy the `SQLMPDataSource` with `setPoolLogging` set to `true`. An application uses the `setLogWriter` method to provide an output writer and runs the application normally. The statement pool then writes information about the pool to the output writer. For example:

```
// When deploying the data source
SQLMPDataSource sds = new SQLMPDataSource();
sds.setPoolLogging(true);
```

```
//In application code
DataSource ds;
```

```
//After obtaining the data source
PrintWriter writer = new PrintWriter(System.out,true);
ds.setLogWriter(writer);
ds.setPoolLogging(true);
```

When `poolLogging` is set to `true`, the pool writes information about the number of connections or statements currently

in the pool. The pool also writes a message whenever the statement pool is full and a `PreparedStatement` is requested that is not in the free pool. In this case, the pool removes the least recently used statement from the free pool and creates the requested `PreparedStatement`. If these messages occur frequently, consider increasing the size of the statement pool.

---

**Note:** Because the pool can write a large amount of data to the output writer when `setPoolLogging` is true, do not turn on `poolLogging` in a production environment unless you need to debug issues that involve the pool size.

---

## Using an `SQLMPDataSource` with an `SQLMPConnectionPoolDataSource`

An `SQLMPDataSource` object can be deployed that refers to an already deployed `SQLMPConnectionPoolDataSource` object. To do this deployment, set the `dataSourceName` property in the `SQLMPDataSource` object to the previously registered `SQLMPConnectionPoolDataSource` object.

---

**Note:** When an `SQLMPDataSource` object refers to an `SQLMPConnectionPoolDataSource` object, the properties in the `SQLMPConnectionPoolDataSource` object are used as default values for the `SQLMPDataSource`. This means that any values that were not set in the `SQLMPDataSource` when it was deployed use the values set in the `SQLMPConnectionPoolDataSource`.

---

## Statement Pooling

Statement pooling allows applications to reuse `PreparedStatement` objects in much the same way connection objects can be reused in a connection-pooling environment.

To enable statement pooling set the [maxStatements](#) property of either the `DriverManger` class or basic `DataSource` implementation to a value greater than zero (0).

Note these JDBC/MP driver-implementation details when using and troubleshooting statement pooling:

- The properties passed through the `Properties` parameter have precedence over the command-line properties.
- Statement pooling is completely transparent to the application. Pooled statements are not associated with a specific connection but are pooled across the application.
- When using statement pooling, the application should explicitly close the prepared statement using the `PreparedStatement.close` method. `PreparedStatement` objects that are not in scope are not reused unless the application explicitly closes them.
- When an application requests a `PreparedStatement` object, the pool tries to find a proper object in the free pool. For JDBC/MP, some of the factors that determine whether an object is proper are the SQL string, catalog, `resultSet` type, and `resultSet` concurrency. If a suitable proper exists, the pool returns the object to the application. If the pool does not find a proper object, the JDBC/MP driver creates a new `PreparedStatement` object. An application can assure that a `PreparedStatement` object is returned to the free pool by calling either of these:

```
PreparedStatement.close
```

```
Connection.close
```

- When the number of statements in the pool reaches the `maxStatements` limit and a statement is requested that is not found in the free pool, the pool removes the least-recently used statement from the free pool before a creating a new `PreparedStatement` object. The statement-pooling component assumes that any SQL/MP CONTROL statements in effect at the time of use or reuse are the same as those in effect at the time of compilation. However, if the SQL/MP control statements are not the same, reuse of a `PreparedStatement` object might result in unexpected behavior. The NonStop SQL/MP engine automatically recompiles queries when

certain conditions are met. Some of these conditions are:

- A run-time version of a table has a different redefinition timestamp than the compile-time version of the same table.
- An existing open on a table was eliminated by a DDL or SQL utility operation.

Although these conditions only cause the `PreparedStatement` to be recompiled once, avoid them so you can gain maximum use of statement pooling. For detailed description on automatic recompilation, see the *SQL/MP Programming Manual for C*.

For more information on statement pooling, see the Sun Microsystems JDBC 3.0 Specification.

---

## JDBC/MP Connection-Pooling and Statement-Pooling Properties

The JDBC/MP driver uses properties to determine the connection-pooling and statement-pooling implementation for a user application. These properties are:

- [maxStatements Property](#)
- [minPoolSize Property](#)
- [maxPoolSize Property](#)
- [poolLogging Property](#)
- [TransactionMode Property](#)
- [jdbcProfile Property](#)

For information on using these features, see [Connection Pooling in a Basic DataSource Implementation](#) and [Statement Pooling](#).

### maxStatements Property

Sets the total number of `PreparedStatement` objects that the connection pool should cache. Statements are pooled across the application, not just within a connection. Specify the `maxStatements` property as:

```
int
```

The integer can be 0 through n, where n is the maximum integer value. 0 disables statement pooling. The default is 0.

### minPoolSize Property

Limits the number of physical connections that can be in the free connection pool. Specify the `minPoolSize` property as:

```
int
```

The integer can be 0 through n, where n is the maximum integer value and less than `maxPoolSize`. The default is 0. The value determines connection-pool use:

- When the number of physical connections in the free pool reaches the `minPoolSize` value, the JDBC/MP driver closes subsequent connections by physically closing the connections—not by adding them to the free pool.
- Zero (0) means that `minPoolSize` is equal to `maxPoolSize`.
- If `MaxPoolSize` is -1, the value of `minPoolSize` is ignored.

## maxPoolSize Property

Sets the maximum number of physical connections that the pool can contain. These connections include those in both the free pool and those in the use pool. When the maximum number of physical connections is reached, the JDBC/MP driver throws an `SQLException` and reports the message, "Maximum pool size is reached." Specify the `maxPoolSize` property as:

`int`

The integer can be -1, 0 through n, where n is the maximum integer value and greater than `minPoolSize`. The default is 0. The value determines connection-pool use:

- 0 means no maximum pool size.
- -1 indicates that connection pooling is disabled.

## poolLogging Property

Indicates whether logging information about the state of the connection or statement pool should be written to the `logWriter`. Specify the `poolLogging` property as:

`boolean`

The value can be `true` or `false`. `True` indicates that the information should be written; `false` indicates that no information should be written.

This property is effective only if calling the `DataSource.getLogWriter` method does not return null.

## TransactionMode Property

Sets the total transaction mode. Specify the `TransactionMode` property as:

`string`

The value can be either `INTERNAL` or `EXTERNAL`. The default is `EXTERNAL`. The value indicates transaction mode:

`INTERNAL` indicates that you want the JDBC/MP driver to manage transactions.

`EXTERNAL` indicates that you want the application to manage transactions by using JTA or the `com.tandem.tmf.Current` class. For information on the `com.tandem.tmf.Current` class, see the `com.tandem.tmf` package in the NonStop Server for Java API and Reference.

## jdbcProfile Property

Sets the name of the Properties file that is used to pass alias names for SQL/MP tables. Specify the `jdbcProfile` property as:

`string`

The value can be any valid identifier. The default is null.

---

# Troubleshooting

This subsection explains these subjects:

- [Tracing](#)
- [No suitable driver error](#)
- [Data truncation](#)
- [Dangling statements](#)

## Tracing

Through the NonStop Server for Java, the JDBC trace facility enables you to trace the entry point of all the JDBC methods called from the Java applications. For information on how to use this facility, see the NonStop Server for Java Programmer's Reference.

## No suitable driver Error

The error message `No suitable driver` means that the Java Virtual Machine (JVM) could not load the JDBC driver that the program needs. For instructions on loading JDBC drivers, see [Loading a Driver](#).

## Data Truncation

Data truncation occurs without warning. To prevent data truncation, use Java data types that are large enough to hold the SQL data items that are to be stored in them. (See [Compatible Java and SQL/MP Data Types](#).)

## Dangling Statements

SQL/MP drivers track all statements within a connection, but when an exception occurs, Java's [garbage collection](#) feature might prevent a driver from immediately closing an open statement. A statement that is left dangling inside a connection could cause unexpected results.

To avoid dangling statements:

- Create statements outside `try-catch` blocks.
- Close statements when they are no longer needed.

In this example, if `executeQuery()` throws an exception, the statement inside the `try-catch` block might be left dangling:

```
try {
    Statement stmt = conn.createStatement();
    ResultSet rs = stmt.executeQuery("drop table usertable");
}
catch (SQLException sqllex) {
    // error handling
}
```

This example is like the preceding example except that it declares the statement outside the `try-catch` block. If `executeQuery()` throws an exception, the statement is not left dangling.

```
Statement stmt;
ResultSet rs;
```

```

try {
    stmt = conn.createStatement();
    ResultSet rs = stmt.executeQuery("drop table usertable");
}
catch (SQLException sqllex) {
    // error handling
}

finally {
    stmt.close();
}

```

---

## Sample SQL/MP Program

This Java program connects itself to an SQL/MP database, sends a simple select statement to the database, and processes the results:

```

import java.sql.*;

class sqlmpExample {
    // Load SQL/MP driver the first time, so you do not have to specify
    // -Djava.drivers=com.tandem.sqlmp.SQLMPDriver when running java.

    static {
        try {
            Class.forName("com.tandem.sqlmp.SQLMPDriver");
        } catch (Exception ex) {}
    }

    public static void main(String argv[]) throws SQLException {

        String sqlmpURL = "jdbc:sqlmp:";

        // Use a valid table name from an existing database in the select statement.

        String sqlmpQuery = "select * from $VOL1.MYVOL.MYTAB";
        Statement stmt = null;
        Connection sqlmpConn = null;
        ResultSet res = null;

        try {
            // Try to connect to the SQL/MP database.
            sqlmpConn = DriverManager.getConnection(sqlmpURL);

            // Create an SQL statement object to submit SQL statements.
            stmt = sqlmpConn.createStatement();

            // Submit a query and create a ResultSet object.
            res = stmt.executeQuery(sqlmpQuery);

            // Display the results of the query.
            while(res.next()) {

                // Use get* methods appropriate to the columns in your table

```

```
        System.out.println("Col1 = " + res.getInt(1));
        System.out.println("Col2 = " + res.getString(2));

        System.out.println("Col1 = " + res.getInt(1));
        System.out.println("Col2 = " + res.getString(2));
    }
    res.close();
    stmt.close();
    sqlmpConn.close();
}
catch (SQLException sqlex) {
    System.out.println(sqlex);
    // other error handling
    res.close();
    stmt.close();
    sqlmpConn.close();
}
}
```

---

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---

# JDBC/MP Compliance

The JDBC Driver for SQL/MP (JDBC/MP driver) conforms where applicable to the JDBC 3.0 API.

## JDBC API Call Exception Summary

These methods in the `java.sql` package throw an `SQLException` with the message SQL/MP: *method-name* is an unsupported method:

Method	Comments
<code>CallableStatement.getArray(int parameterIndex)</code> <code>CallableStatement.BigDecimal(int parameterIndex)</code> <code>CallableStatement.getBlob(int parameterIndex)</code> <code>CallableStatement.getBoolean(int parameterIndex)</code> <code>CallableStatement.getBytes(int parameterIndex)</code> <code>CallableStatement.getBytes(int parameterIndex)</code> <code>CallableStatement.getClob(int parameterIndex)</code> <code>CallableStatement.getDate(int parameterIndex)</code> <code>CallableStatement.getDouble(int parameterIndex)</code> <code>CallableStatement.getFloat(int parameterIndex)</code> <code>CallableStatement.getInt(int parameterIndex, Map map)</code> <code>CallableStatement.getLong(int parameterIndex)</code> <code>CallableStatement.getObject(int parameterIndex, Map map)</code> <code>CallableStatement.getObject(String parameterName, Map map)</code> <code>CallableStatement.getRef(int parameterIndex)</code> <code>CallableStatement.getShort(int parameterIndex)</code> <code>CallableStatement.getString(int parameterIndex)</code> <code>CallableStatement.getTime(int parameterIndex)</code> <code>CallableStatement.getTimestamp(int parameterIndex)</code> <code>CallableStatement.registerOutParameter(int parameterIndex, int sqlType)</code>	The particular <code>CallableStatement</code> method is not supported.

CallableStatement.registerOutParameter(int parameterIndex, int scale) CallableStatement.isNull()	
Connection.createStatement(int resultSetType, int resultSetConcurrency, int holdability) Connection.prepareCall(String sql, int resultSetType, int resultSetConcurrency, int holdability) Connection.setHoldability(int holdability) Connection.setReadOnly(boolean parameter) Connection.setTypeMap(java.util.Map map)	The particular Connection methods are not supported.
PreparedStatement.setURL(int parameterIndex, URL x)	The particular PreparedStatement method is not supported.
ResultSet.getArray(int i) ResultSet.getObject(int columnIndex, Map map) ResultSet.getObject(String columnName, Map map) ResultSet.getRef(int columnIndex) ResultSet.getRef(String columnName) ResultSet.getURL(int i) ResultSet.getURL(String x) ResultSet.refreshRow() ResultSet.updateArray(int columnIndex, java.sql.Array array) ResultSet.updateArray(String columnName, java.sql.Array array) ResultSet.updateArray(int columnIndex, java.sql.Array array) ResultSet.updateRef(int columnIndex, java.sql.Ref ref) ResultSet.updateRef(String columnName, java.sql.Ref ref)	The particular ResultSet methods are not supported.

These methods in the java.sql package throw an SQLException with the message "Auto generated keys not supported":

Method	Comments
Connection.prepareStatement(String sql, int autoGeneratedKeys) Connection.prepareStatement(String sql, int[] columnIndexes) Connection.prepareStatement(String sql, String[] columnNames) Connection.prepareStatement(String sql, int resultSetType, int resultSetConcurrency, int holdability)	Automatically generated keys are not supported.

<pre>Statement.execute(String sql, int autoGeneratedKeys) Statement.execute(String sql, int[] columnIndexes) Statement.execute(String sql, String[] columnNames) Statement.executeUpdate(String sql, int autoGeneratedKeys) Statement.executeUpdate(String sql, int[] columnIndexes) Statement.executeUpdate(String sql, String[] columnNames)</pre>	Automatically generated keys are not supported.
--	---

These methods in the `java.sql` package throw an `SQLException` with the message "SQL/MP: *method-name* Data type not supported":

Method	Comments
<pre>PreparedStatement.setArray(int i, Array x) PreparedStatement.setBytes(int ColumnIndex, bytes[] x) PreparedStatement.setRef(int i, Ref x)</pre>	The particular data type is not supported.

## Compliance Information

The JDBC/MP driver is not considered JDBC compliant for these reasons:

- `CallableStatement` is not supported because SQL/MP does not support stored procedures. The `CallableStatement` class exists, but every method in the class throws an "unsupported method" exception.
- Positioned update and delete operations are not supported because SQL/MP does not support these operations from dynamic SQL (the underlying method the JDBC Driver for SQL/MP uses for accessing a database). However, positioned update and delete operations can be performed from scrollable, insensitive result sets.
- Multithreading is not completely supported because calling both `executeQuery()` and `executeUpdates()` causes the entire JVM (not just the thread executing the SQL operation) to block.
- Column aliasing is not supported because SQL/MP does not support column aliasing.
- The ODBC minimum SQL grammar is not supported. Therefore, the JDBC Driver for SQL/MP does not support these:
  - Numeric functions, string functions, system functions, or the convert function.
  - Escape syntax for time or date literals, LIKE escape characters, or escape characters for outer joins. Because SQL/MP does not support stored procedures, escape syntax is not supported for stored procedures.
- The ANSI92 entry-level SQL grammar is not supported because SQL/MP does not conform to Entry Level SQL as described in the [ANSI](#) and [ISO/IEC](#) standards for that topic.

The JDBC specification identifies several areas that are optional and need not be supported if the database management system does not provide support. The JDBC Driver for SQL/MP does not support these optional interfaces:

- SQL3 data types, which include `Array`, `Ref`, and `Struct`. SQL/MP does not support those data types.
- Custom type-maps used to map between SQL user-defined data types and Java classes. These type-maps include `SQLData`, `SQLInput`, and `SQLOutput`, which are used in conjunction with custom type-maps. SQL/MP does not support user-defined data types.
- Any methods that use `java.util.Map`, such as `Connection.setTypeMap()`. These methods are not supported because their only function is to provide custom type-maps, which are not supported.
- `XAConnection` and `SADataSource` classes, which are used to support distributed transactions. None of the classes or interfaces in `javax.transaction.xa` are supported.

All other areas of the JDBC Driver for SQL/MP are compliant with the JDBC specifications, including such optional features as BLOBs, CLOBs, and DataSource support.

---

# JDBC Driver for SQL/MP Support for JDBC 3.0

This subsection provides specific information about how the JDBC Driver for SQL/MP supports the JDBC 3.0 API in the areas of:

- [Result Sets](#)
- [Metadata Support](#)
- [Batch Updates](#)
- [BLOBs and CLOBs](#)
- [JDBC 2.0 Standard Extensions](#)

## Result Set Support

These paragraphs describe JDBC/MP's Result Set support for the areas of [scrolling](#) and [concurrency](#):

### Scrolling

JDBC identifies three types of result sets: forward-only, scroll-insensitive, and scroll-sensitive. Both scroll-related result set types support scrolling, but they differ in their ability to make changes in the database visible when the result set is open. A scroll-insensitive result set provides a static view of the underlying data it contains (the data is fixed when the result set is created). A scroll-sensitive result set is sensitive to underlying changes that are made in the data when the result set is open.

The JDBC Driver for SQL/MP supports scroll-insensitive result sets. JDBC/MP supports scroll-insensitive result sets by storing the entire result set in memory. For this reason, if you select a large scroll-insensitive result set, performance can be affected. In some instances, the JDBC Driver for SQL/MP might choose an alternative result set type when the result set is created.

### Concurrency

An application can choose from two different concurrency types for a result set: read-only and updatable. A read-only result set does not allow updates of its contents. An updatable result set allows rows to be updated, deleted, and inserted.

With scrollable result sets, the JDBC Driver for SQL/MP might sometimes need to choose an alternative concurrency type for a result set when the result set is created. Generally, queries that meet these criteria produce an updatable result set:

- The query references only a single table in the database.
- The query does not contain any join operations.
- The query selects the primary key of the table it references.
- The query selects all the nonnullable columns in the underlying table.
- The query selects all columns that do not have a default value.

For the type forward-only result set, although concurrency type updatable is specified, JDBC Driver for SQL/MP switches the concurrency to type read-only.

## Metadata Support

This table lists the `java.sql.DatabaseMetaData` methods for data that the SQL/MP database does not contain; therefore, NULL values are returned.

Method	Comments

<code>java.sql.DatabaseMetaData.getColumns(String catalog, String schemaPattern, String tableNamePattern, String columnNamePattern)</code>	These columns are added, but the values are set to NULL because SQL/MP does not support the column type for types: SCOPE_CATALOG, SCOPE_SCHEMA, SCOPE_TABLE, and SOURCE_DATA_TYPE.
<code>java.sql.DatabaseMetaData.getSchemas()</code>	Not applicable.
<code>java.sql.DatabaseMetaData.getTables(String catalog, String schemaPattern, String[] types)</code>	These columns are added to the column data, but the values are set to NULL because SQL/MP does not support the column type for types: TYPE_CAT, TYPE_SCHEMA, TYPE_NAME, SELF_REFERENCING_COL_NAME, and REF_GENERATION.
<code>java.sql.DatabaseMetaData.UDTs(String catalog, String schemaPattern, String tableNamePattern, int[] types)</code>	Not applicable.

## Batch Update Support

The batch update facility enables a Statement object to submit a set of update commands together as a single unit, or batch, to the underlying database management system. The JDBC 2.0 documentation states that batch updates result in a performance improvement. Because SQL/MP does not support batch updates, it is unlikely that a performance improvement can occur if your application uses the batch update feature. Nevertheless, the batch update capability is available.

## BLOBs and CLOBs

A BLOB represents a Binary Large Object. A CLOB represents a Character Large Object. BLOBs are typically used to store images (such as GIFs) or serialized objects in the database. CLOBs are typically used to store large character data (such as an XML file) in the database.

Because SQL/MP does not support either the Clob or the Blob data type, JDBC provides an alternative method that stores the contents of a BLOB or CLOB in an Enscribe file and stores the name of that file in the column associated with the BLOB or CLOB. From the point of view of the JDBC user, a BLOB or CLOB is any Java object that extends from the `java.lang.Object` class. BLOBs and CLOBs must be serializable objects and must implement the `java.io.Serializable` interface. This enables the JDBC driver to:

- Serialize a BLOB or CLOB object into an array of bytes to be stored in a BLOB/CLOB file.
- Deserialize the contents of the BLOB/CLOB file to re-create the original object.

Because the JDBC driver creates and reads BLOBs and CLOBs in the same manner, the rest of this description refers only to BLOBs. You must define a CLOB in exactly the same manner as a BLOB and use the BLOB syntax.

## SQL/MP Table Definition

To use the Blob data type, you must define a column in the associated SQL/MP table to store the name of the Enscribe file associated with that BLOB. The data type of the column must be either CHARACTER or VARCHAR and must be long enough to store the Enscribe file name (at least 36 characters).

## Creating a BLOB

A client JDBC application that needs to store a BLOB in an SQL/MP database table or retrieve a BLOB from an SQL/MP database table provides a `java.util.Properties` object to the JDBC driver during connection time. This `Properties` object provides the driver with all the information it needs to create or read the BLOB. An additional required property, called a `BlobMapFile` property, specifies a unique file name in the `$volume.subvolume.filename` format. This file stores a list of all the BLOB files created by a particular application. This file is later used by the Cleanup Utility to remove obsolete BLOB files.

### BlobInfo Properties

`BlobInfo` properties provide information about all table columns that are used to store BLOBs. Each `BlobInfo` property consists of a key and value pair. The key is used to identify a unique `BlobInfo` property. The value specifies a particular BLOB column in a table, the catalog for that table, and file locations where BLOB files should be created.

The `Properties` object should contain one '`BlobInfo`' property for every table column that contains BLOBs. A `BlobInfo` property is identified by a key of type '`BlobInfoN`', where N represents a unique number used to identify that property.

### Format of a BlobInfo Property

The format of a `BlobInfo` property is:

```
BlobInfoN, sqlmp_table_name, column_name, sqlmp_catalog_of_Blob_table, $vol.subvol [, ... ]
```

where

N

is a unique number used to identify the `BlobInfo` property.

`sqlmp_table_name`

is the name of the BLOB table.

`column_name`

is the name of the column to be associated with the BLOB. This column should be defined to SQL/MP as CHAR or VARCHAR 36.

`sqlmp_catalog`

is the name of the catalog associated with the BLOB table.

`$vol.subvol [, ... ]`

is a list of one or more locations in the Guardian file system where BLOB files can be stored. You must have write access to these volume and subvolume locations.

### BlobMapFile Property

A `BlobMapFile` property is used to specify a unique file name in the `$volume.subvolume.filename` format. If the specified file does not already exist, the JDBC driver creates a key-sequenced Enscribe file using the specified name. This file is used to store a list of all BLOB files created by the driver for that particular application. The BLOB map file is secured for use only by its owner. A `BlobMapFile` property is identified by a '`BlobMapFile`' key. This property is required for BLOB support. The `BlobMapFile` property is used for later cleanup of obsolete BLOB files.

### Format of a BlobMapFile Property

The format of a `BlobMapFile` property is:

```
BlobFileMap, $volume.subvolume.filename
```

where

`BlobFileMap`

is the key to the property.

`$volume.subvolume.filename`

is a file name in Guardian format.

## Example Using BlobInfo Properties and the BlobMapFile Property

This example illustrates how to create BlobInfo properties. Two BlobInfo properties are created by this example.

The column PICTURE in table \$VOL1.MYVOL.PRODUCT is used to contain BLOBs. The catalog for this table is \$VOL.CTLG. BLOB files associated with this column should be created in \$VOL1.SUBVOL1 and \$VOL2.SUBVOL2. The column EMPPIC in table \$VOL2.MYVOL.EMPLOYEE is used to contain BLOBs. The catalog for this table is \$VOL.CTLG. BLOB files associated with this column should be created in \$VOL2.SUBVOL2.

A BlobMapFile property has also been defined for this example. The file \$VOL2.MYVOL.BLOBMAP is created by the driver to store a list of all the BLOB files created by the driver for this application.

```
java.util.Properties prop = new java.util.Properties( );
// add BlobInfo Properties
prop.put("BlobInfo1", ",$VOL1.MYVOL.PRODUCT, PICTURE, $VOL.CTLG, $VOL1.SUBVOL1, \
> $VOL2.SUBVOL2");
prop.put("BlobInfo2", ",$VOL2.MYVOL.EMPLOYEE, EMPPIC, $VOL.CTLG, $VOL2.SUBVOL2");
");//add BlobMapFile Property
prop.put("BlobMapFile", ",$VOL2.MYVOL.BLOBMAP");
");// add other properties to java.util.Properties object.....
```

The BLOB table name, column name, and catalog name are required by JDBC. At least one file location per BlobInfo property is required to provide BLOB support. If more than one file location is provided, the JDBC driver searches through the list of file locations when creating BLOB files.

---

**Note:** The table name and catalog name must be provided in the \$volume.subvolume format. Aliases for table names or catalog names cannot be substituted for BLOB properties.

---

The Properties object can also contain other connection-related properties and their values, such as logon ID, password, alias, and so on. The Properties object can also be created by loading the properties from a file. In either case, the format for all BLOB properties must be the same.

---

**Note:** After a Properties object has been specified while creating a database connection, the connection is aware of only those BLOB properties specified during connection creation. Any changes or updates made to the Properties object after the connection has been granted are invisible to that connection.

---

The JDBC drivers use the specified Properties object to ascertain which columns will be used for storing BLOBs for every table the application will use. The JDBC drivers use the BLOB properties to decide if the object to be stored or retrieved is a BLOB. The BLOB properties are also used to decide the location where a BLOB file should be created for a particular BLOB column in a table.

The JDBC drivers also provide some preliminary error checking on the BLOB properties. The error checking ensures that all information required in a BlobInfo property has been provided, and that all file names and file locations are in the correct \$volume.subvolume format.

After a connection to the database has been granted to an application, the application can then use JDBC to access and use BLOBs as it would any other SQL/MP supported data type. Client applications can use JDBC to:

- Write a BLOB to a database table
- Retrieve a BLOB from a database table
- Update a BLOB stored in a database table
- Delete a row containing a BLOB from a database table

## Writing a BLOB to the Database

A JDBC application can write a BLOB to the database using the setObject( ) method in the PreparedStatement interface. Using the SQL/MP JDBC Driver, a BLOB can be written to a database table using any of these methods supported by SQLMPPreparedStatement:

```
public void setObject(int parameterIndex, Object x, int targetSqlType, int scale)
public void setObject(int parameterIndex, Object x, int targetSqlType)
```

```
public void setObject(int parameterIndex, Object x)
```

where:

parameterIndex

is the parameter to be set.

x

is any serializable Java object.

targetSqlType

should be `java.sql.Types.OTHER`

scale

is ignored for BLOBs.

Errors encountered during the writing of a BLOB to a BLOB file generate an `SQLException` in this format:

`SQLMP: error message. See File System error ## for further details.`

where:

error message

is the error encountered while performing this operation.

error ##

is the file system error returned while writing the BLOB to a BLOB file.

---

**Note:** Writing a BLOB to a database runs as a waited operation, so writing a BLOB within a thread blocks that thread.

---

## Example of Writing a BLOB to the Database

This example assumes that a `java.util.Properties` object with BLOB properties has been created as described in the previous example and a connection granted using this `Properties` object. The sample table `$VOL2.MYVOL.EMPLOYEE` contains two columns:

EMPNAME

stores an employee's name

EMPPIC

stores an employee's picture.

```
java.lang.String insertString = new String("INSERT INTO $VOL2.MYVOL.EMPLOYEE VALUES  
(?,?)");
```

```
// create a PreparedStatement object for the connection  
PreparedStatement psmt = con.prepareStatement(insertString);
```

```
// set values to be inserted including a BLOB and insert a new row in the table.  
psmt.setString(1, "Mickey Mouse");  
psmt.setObject(2, MickyMousePic); //MickyMousePic is a serializable Java object.  
psmt.executeUpdate( );
```

## Reading a BLOB From the Database

A JDBC application can retrieve a BLOB object from the database using the `getObject( )` method in the `ResultSet` interface. A BLOB can also be retrieved as a byte array using the `ResultSet` interface. Using the `SQLMP JDBC Driver`, a BLOB can be read from a database table using these methods supported by `SQLMPResultSet`.

```
public Object getObject(int columnIndex)  
public Object getObject(String columnName)  
public byte[ ] getBytes(int columnIndex)  
public byte[ ] getBytes(String columnName)
```

where:

columnName

is the name of the BLOB column.

columnIndex

is the index of the BLOB column.

Errors encountered during the retrieval of a BLOB from its BLOB file generate an `SQLException` with this message: `SQLMP: error message`. See `File System error ##` for further details.

where:

error message

is the error encountered when performing this operation.

error ##

is the file system error returned when reading the BLOB from a BLOB file.

---

**Note:** Retrieving a BLOB from a database runs as a waited operation, so reading a BLOB within a thread blocks that thread.

---

## Example of Retrieving a BLOB From the Database

This example assumes that a `java.util.Properties` object with BLOB properties has been created as described in the previous example and a connection granted using this `Properties` object. The sample table `$VOL2.MYVOL.EMPLOYEE` contains two columns:

EMPNAME

stores an employee's name.

EMPPIC

stores an employee's picture.

```
java.lang.String selectString = new String("SELECT * FROM $VOL2.MYVOL.EMPLOYEE");
```

```
// create a Statement object for the connection
```

```
stmt = conn.createStatement( );
```

```
// get a ResultSet with the contents of the table.
```

```
ResultSet results = stmt.executeQuery(selectString);
```

```
//retrieve content of first row
```

```
String name = results.getString(1);
```

```
Object blob = results.getObject(2);
```

---

**Note:** The BLOB can also be retrieved as an array of bytes instead of retrieving as an object:

```
byte[ ] blob_contents = results.getBytes(2);
```

---

## Removing Obsolete BLOB Files

A Cleanup utility is provided to periodically remove the obsolete BLOB files from the file system. BLOB files become obsolete because of one of these operations:

- An application updates a BLOB column. The driver creates a new BLOB file to store the new BLOB object. The driver then writes the name of the new BLOB file in the table. The BLOB file containing the original BLOB now becomes obsolete.
- The application deletes a row containing a BLOB from the table. The BLOB file name is removed from the table and is not referenced by any other tables. The BLOB file is now obsolete.

The Cleanup utility uses a BLOB map file. The JDBC driver adds an entry for every BLOB file created by an application to this BLOB map file. During cleanup, the JDBC driver deletes all obsolete BLOB files from the file system and their corresponding entries from the BLOB map file.

The Cleanup utility can be run only by the owner of the BLOB map file. The owner of the application must run the Cleanup

utility to remove any obsolete BLOB files that have been created for the application from the file system. To maintain the integrity of the application's database tables, run this utility only when none of the affected tables containing BLOBs are in use. The Cleanup utility is a Java application, run it from the command line in this way:

```
java com.tandem.sqlmp.SQLMPBlobCleanup [errfile]
```

where:

```
com.tandem.sqlmp.SQLMPBlobCleanup
```

is the Cleanup utility

```
Blob map file
```

is the name of the BLOB map file specified by the application

```
errfile
```

errors encountered during cleanup are logged to this file

The `Blob map file` parameter is required to successfully run the Cleanup utility. As an option, an error file can be provided to log any errors encountered during cleanup.

---

**Note:** The Guardian name of the BLOB map file (in the `$volume.subvolume.filename` format) must be provided to the Cleanup utility. The `Blob map file` name must be enclosed in single quotes so that it is not interpreted by the OSS shell. For example:

```
java com.tandem.sqlmp.SQLMPBlobCleanup '$myvol.blobs.mapfile' err
```

---

## JDBC 2.0 Standard Extensions

The enhancements to the JDBC 2.0 Standard Extension API include these:

- [JNDI for naming databases](#)
- [Distributed transaction support](#)

### JNDI for Naming Databases

JNDI (Java Naming and Directory Interface) enables an application to specify a logical name that JNDI associates with a particular data source. Using JNDI solves these problems.

For JDBC 1.0, using the JDBC driver manager was the only way to connect to a database. With the JDBC 1.0 approach, the JDBC driver that creates a database connection must first be registered with the JDBC driver manager. However, the JDBC driver class name often identifies a driver vendor whose code loads a driver specific to that vendor's product. The code, therefore, is not portable. In addition, an application needs to specify a JDBC URL when connecting to a database by means of the driver manager. This URL might not only be specific to a particular vendor's JDBC product, but for databases other than SQL/MP, the URL might also be specific to a particular computer name and port.

A JDBC data source object is a Java programming language object that implements the `DataSource` interface. A data source object is a factory for JDBC connections. Like other interfaces in the JDBC API, implementations of `DataSource` must be supplied by JDBC driver vendors.

### JDBC Data Source Properties

The JDBC 2.0 API specifies these standard names for data source properties:

- `DatabaseName`
- `DataSourceName`
- `Description`
- `Network Protocol`
- `Password`
- `RoleName`
- `ServerName`
- `UserName`

All these data source properties are of type `String`, and all are optional except the `Description` property, which is required to provide a description of the data source. The NonStop Server for Java includes the property `TransactionMode`, also of type `String`. Acceptable values for that property are `INTERNAL` or `EXTERNAL`. If you specify `INTERNAL`, JDBC manages (begins, ends, rolls back) transactions within the connection. If you specify `EXTERNAL`, you are responsible for beginning and ending transactions.

## Distributed Transactions

For an application, the NonStop Server for Java JDBC driver supports distributed transactions in a standard way, as described in the *JDBC 3.0 Specification*. The JDBC API assumes that distributed transaction boundaries are controlled either by a middle-tier server or another API, such as the user transaction portion of the Java Transaction API. The NonStop Server for Java does not support the middleware (those implementing resource managers) pieces of distributed transactions. Instead, the NonStop Server for Java leaves the implementation of such functionality to the middleware vendor.

If you are using distributed transactions, you must use the transaction-aware driver, [sqlmptx](#). For more information see [Autocommit Mode and the Transaction Aware Driver](#), and [Nonautocommit Mode and the Transaction-Aware Driver](#).

---

## Floating Point Support

JDBC/MP driver and NonStop Server for Java use the [IEEE](#) floating-point format and SQL/MP stores values in TNS floating-point format. Therefore, JDBC/MP driver converts any `FLOAT` (32-bit) number or `DOUBLE` (64-bit) number read through SQL/MP to IEEE floating-point format and converts any `FLOAT` or `DOUBLE` number to TNS floating-point format to store in the SQL/MP database.

For a 32-bit floating point number, a TNS floating-point number has a larger exponent than an IEEE floating-point number. This difference causes the TNS floating-point format being able to represent a larger range of numbers, but with less precision than the IEEE floating-point format. Converting a TNS 32-bit floating-point number to an IEEE 32-bit floating-point number has the biggest potential for error.

A TNS 64-bit floating-point number has a smaller exponent than the IEEE floating-point number. This difference results in the IEEE floating point format being able to represent a larger range of numbers, but with less precision than the TNS floating-point format.

An exception is thrown anytime one of these conditions occurs when writing data to the database or reading data from the database:

- Overflow
- Underflow
- Not a Number
- Infinity

An `SQLWarning` can occur indicating a "loss of precision" in the conversion from a TNS floating-point number to an IEEE floating-point number or from an IEEE floating-point number to a TNS floating-point number.

For the range of floating-point values and double-precision values and considerations for handling them in your application programs, see the *NonStop Server for Java Programmer's Reference*.

---

## HP Extensions

All the properties in the basic `DataSource` implementation are specific to the JDBC/MP driver. For information on these properties, see [Basic DataSource Object Properties](#).

---



# JDBC Trace Facility

---

The JDBC trace facility is designed to trace the entry point of all the JDBC methods called from the Java applications. The JDBC trace facility can be enabled in any of these ways in which a JDBC connection to a database can be obtained:

- [Tracing using the DriverManager Class](#)
  - [Tracing using the DataSource Implementation](#)
  - [Tracing by loading the trace driver within the program](#)
  - [Tracing using a wrapper data source](#)
- 

## Tracing Using the DriverManager Class

Java applications can use the `DriverManager` class to obtain the JDBC connection and enable the JDBC trace facility by loading the JDBC trace driver.

`com.tandem.jdbc.TDriver` is the trace driver class that implements the `Driver` interface. The application can load the JDBC trace driver in one of these ways:

- Specify the JDBC trace driver class in the `-Djdbc.drivers` option in the command line.
- Use the `Class.forName` method within the application.
- Add the JDBC trace class to the `jdbc.drivers` property within the application.

The JDBC URL passed in the `getConnection` method of the driver class determines which JDBC driver is used to obtain the connection. This table shows the URL and the corresponding JDBC driver used to obtain the JDBC connection:

URL	JDBC Driver
<code>jdbc:sqlmp:</code>	JDBC/MP driver
<code>jdbc:sqlmptx:</code>	JDBC/MP driver

Java applications should turn on tracing using the `DriverManager.setLogWriter` method, for example by using this JDBC API call in your application:

```
DriverManager.setLogWriter(new PrintWriter(new  
FileWriter("FileName")));
```

---

## Tracing Using the DataSource Implementation

This is preferred way to establish a JDBC connection and to enable the JDBC trace facility. In this way, a logical name is mapped to a trace data source object by means of a naming service that uses the Java Naming and Directory Interface (JNDI).

This table describes the set of properties that are required for a trace data source object:

Property Name	Type	Description
dataSourceName	String	The data source name
description	String	Description of this data source
traceDataSource	String	The name of the DataSource object to be traced

The `traceDataSource` object is used to obtain the JDBC connection to the database. Java applications should turn on tracing using the `setLogWriter` method of the `DataSource` interface.

---

## Tracing by Loading the Trace Driver Within the Program

Enable tracing by loading the JDBC trace driver within the program by using the `Class.forName("com.tandem.jdbc.TDriver")` method. This method also requires that you set the `DriverManager.setLogWriter` method.

---

# Tracing Using a Wrapper Data Source

Enable tracing by creating a wrapper data source around the data source to be traced. The wrapper data source contains the `TraceDataSource` property that you can set to the data source to be traced. For information about demonstration programs that show using this method, see [JDBC Trace Facility Demonstration Programs](#).

---

## Output Format

The format of the trace output is:

```
jdbcTrace:[thread-id]:[object-id]:className.method(param...)
```

where

`thread-id`

is the String representation of the current thread

`object-id`

is the hashCode of the JDBC object

`className`

is the JDBC implementation class name

Trace output is sent to the `PrintWriter` specified in the `setLogWriter` method.

---

## JDBC Trace Facility Demonstration Programs

The JDBC Driver for SQL/MP provide demonstration program in its their installation directory. This program is described in a readme file in the directory. By default, the location is:

JDBC/MP driver

```
install-dir/jdbcMp/T1227V30/demo/jdbcTrace
```

Where *install-dir* NSJ4 installation location.

These programs demonstrate tracing by creating a wrapper around the driver-specific data source to be traced.

---

HP JDBC Driver for SQL/MP Programmer's Reference (527401-003)  
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# Glossary

---

[A](#) [B](#) [C](#) [D](#) [E](#) [F](#) [G](#) [H](#) [I](#) [J](#) [L](#) [N](#) [O](#) [P](#) [R](#) [S](#) [T](#) [U](#) [V](#) [W](#)

## A

### **abstract class**

In Java, a class designed only as a parent from which subclasses can be derived, which is not itself appropriate for instantiation. An abstract class is often used to "abstract out" incomplete sets of features, which can then be shared by a group of sibling subclasses that add different variations of the missing pieces.

### **American Standard Code for Information Interchange (ASCII)**

The predominant character set encoding of present-day computers. ASCII uses 7 bits for each character. It does not include accented letters or any other letter forms not used in English (such as the German sharp-S or the Norwegian ae-ligature). Compare with [Unicode](#).

### **American National Standards Institute (ANSI)**

The United States government body responsible for approving US standards in many areas, including computers and communications. ANSI is a member of [ISO](#). ANSI sells ANSI and ISO (international) standards.

### **ANSI**

See [American National Standards Institute \(ANSI\)](#).

### **API**

See [application program interface \(API\)](#).

### **application program**

One of these:

- A software program written for or by a user for a specific purpose
- A computer program that performs a data processing function rather than a control function

### **application program interface (API)**

A set of functions or procedures that are called by an [application program](#) to communicate with other software components.

### **ASCII**

See [American Standard Code for Information Interchange \(ASCII\)](#).

## **autocommit mode**

A mode in which a [JDBC driver](#) automatically commits a [transaction](#) without the programmer's calling `commit()`.

# **B**

## **BLOB**

A data type used to represent Binary Large Objects. These are typically used to store, in Enscribe files, images or serialized objects in the database. The internal structure and content of a `Blob` object are immaterial to the NonStop Server for Java.

## **branded**

Java [VM](#) that Sun Microsystems, Inc. has certified as conformant.

## **browser**

A program that allows you to read [hypertext](#). The browser gives some means of viewing the contents of [nodes](#) and of navigating from one node to another. Internet Explorer, Netscape Navigator, NCSA Mosaic, Lynx, and W3 are examples for browsers for the [WWW](#). They act as [clients](#) to remote [servers](#).

## **bytecode**

The code that `javac`, the Java compiler, produces. When the Java VM loads this code, it either interprets it or just-in-time compiles it into native RISC code.

# **C**

## **catalog**

In SQL/MP and SQL/MX, a set of tables containing the descriptions of SQL objects such as tables, views, columns, indexes, files, and partitions.

## **class path**

The location where the Java [VM](#) and other Java programs that are located in the `/usr/tandem/java/bin` directory search for class libraries (such as `classes.zip`). You can set the class path explicitly or with the `CLASSPATH` environment variable.

## **CLOB**

A data type used to represent Character Large Objects. These are typically used to store, in Enscribe files, images or serialized objects in the database. The internal structure and content of a `Clob` object are immaterial to the NonStop Server for Java.

## **client**

A software process, hardware device, or combination of the two that requests services from a [server](#). Often, the client is a process residing on a programmable workstation and is the part of a program that provides the user [interface](#). The workstation client might also

perform other portions of the program logic. Also called a requester.

## **command**

The operation demanded by an operator or program; a demand for action by, or information from, a subsystem. A command is typically conveyed as an interprocess message from a program to a subsystem.

## **concurrency**

A condition in which two or more transactions act on the same record in a database at the same time. To process a transaction, a program must assume that its input from the database is consistent, regardless of any concurrent changes being made to the database.

[TMF](#) manages concurrent transactions through [concurrency control](#).

## **concurrency control**

Protection of a database record from concurrent access by more than one process. [TMF](#) imposes this control by dynamically locking and unlocking affected records to ensure that only one transaction at a time accesses those records.

## **connection pooling**

A framework for pooling JDBC connections.

## **Core API**

The minimal set of [APIs](#) that developers can assume is present on all delivered implementations of the Java Platform when the final API is released by Sun Microsystems, Inc. The NonStop Server for Java conforms to every Core API in the [JDK](#). Core API is also called Java Core Classes and Java Foundation Classes.

# **D**

## **Data Control Language (DCL)**

The set of data control statements within the SQL/MP language.

## **Data Manipulation Language (DML)**

The set of data-manipulation statements within the SQL/MP language. These statements include INSERT, DELETE, and UPDATE, which cause database modifications that [Remote Duplicate Database Facility \(RDF\)](#) can replicate.

## **DCL**

See [Data Control Language \(DCL\)](#).

## **DML**

See [Data Manipulation Language \(DML\)](#).

## **driver**

A class in [JDBC](#) that implements a connection to a particular database management system such as [SQL/MP](#). The NonStop Server for Java has these driver implementations: [JDBC Driver for SQL/MP \(JDBC/MP\)](#) and [JDBC Driver for SQL/MX \(JDBC/MX\)](#).

## DriverManager

The [JDBC](#) class that manages [drivers](#).

## E

### exception

An event during program execution that prevents the program from continuing normally; generally, an error. Java methods raise exceptions using the [throw](#) keyword and handle exceptions using `try`, `catch`, and `finally` blocks.

### Expand

The [NonStop operating system](#) network that extends the concept of [fault tolerance](#) to networks of geographically distributed NonStop systems. If the network is properly designed, communication paths are constantly available even if there is a single line failure or component failure.

### expandability

See [scalability](#).

## F

### fault tolerance

The ability of a computer system to continue processing during and after a single fault (the failure of a system component) without the loss of data or function.

## G

### garbage collection

The process that reclaims dynamically allocated storage during program execution. The term usually refers to automatic periodic storage reclamation by the garbage collector (part of the run-time system), as opposed to explicit code to free specific blocks of memory.

### get ( ) method

A method used to read a data item. For example, the `SQLMPConnection.getAutoCommit ( )` method returns the transaction mode of the JDBC driver's connection to an SQL/MP or SQL/MX database. Compare to [set \( \) method](#).

### Guardian

An environment available for [interactive](#) and programmatic use with the [NonStop operating system](#). Processes that run in the Guardian environment use the Guardian system procedure calls as their [API](#). Interactive users of the Guardian environment use

the HP Tandem Advanced Command Language (TACL) or another HP product's [command interpreter](#). Compare to [OSS](#).

## H

### **HP JDBC Driver for SQL/MP (JDBC/MP)**

The product that provides access to SQL/MP and conforms to the [JDBC API](#).

### **HP JDBC Driver for SQL/MX (JDBC/MX)**

The product that provides access to SQL/MX and conforms to the [JDBC API](#).

### **HP NonStop operating system**

The operating system for NonStop systems.

### **HP NonStop ODBC Server**

The HP implementation of [ODBC](#) for NonStop systems.

### **HP NonStop SQL/MP (SQL/MP)**

HP NonStop Structured Query Language/MP, the HP relational database management system for NonStop servers.

### **HP NonStop SQL/MX (SQL/MX)**

HP NonStop Structured Query Language/MX, the HP next-generation relational database management system for business-critical applications on NonStop servers.

### **HP NonStop system**

HP computers (hardware and software) that support the [NonStop operating system](#).

### **HP NonStop Transaction Management Facility (TMF)**

An HP product that provides [transaction](#) protection, database consistency, and database recovery. The NonStop Server for Java's [NonStop SQL/MP drivers](#) call procedures in the [TMF](#) subsystem.

### **hyperlink**

A reference (link) from a point in one [hypertext](#) document to a point in another document or another point in the same document. A [browser](#) usually displays a hyperlink in a different color, font, or style. When the user activates the link (usually by clicking on it with the mouse), the browser displays the target of the link.

### **hypertext**

A collection of documents ([nodes](#)) containing cross-references or links that, with the aid of an [interactive browser](#), allow a reader to move easily from one document to another.

### **Hypertext Mark-up Language (HTML)**

A [hypertext](#) document format used on the [World Wide Web](#).

### **Hypertext Transfer Protocol (HTTP)**

The [client-server](#) Transmission Control [Protocol](#)/Internet Protocol (TCP/IP) used on the [World Wide Web](#) for the exchange of [HTML](#) documents.

I

## IEC

See [International Electrotechnical Commission \(IEC\)](#).

## IEEE

Institute for Electrical and Electronic Engineers (IEEE).

## interactive

Question-and-answer exchange between a user and a computer system.

## interface

In general, the point of communication or interconnection between one person, program, or device and another, or a set of rules for that interaction. See also [API](#).

## International Electrotechnical Commission (IEC)

A standardization body at the same level as [ISO](#).

## International Organization for Standardization (ISO)

A voluntary, nontreaty organization founded in 1946, responsible for creating international standards in many areas, including computers and communications. Its members are the national standards organizations of 89 countries, including [ANSI](#).

## Internet

The network of many thousands of interconnected networks that use the TCP/IP networking communications [protocol](#). It provides e-mail, file transfer, news, remote login, and access to thousands of databases. The Internet includes three kinds of networks:

- High-speed backbone networks such as NSFNET and MILNET
- Mid-level networks such as corporate and university networks
- [Stub](#) networks such as individual [LANs](#)

## interoperability

One of these:

- The ability to communicate, run programs, or transfer data between dissimilar environments, including among systems from multiple vendors or with multiple versions of operating systems from the same vendor. HP documents often use the term *connectivity* in this context, while other vendors use *connectivity* to mean hardware compatibility.
- Within a NonStop system [node](#), the ability to use the features or facilities of one environment from another. For example, the `gtac1` [command](#) in the [OSS](#) environment allows an [interactive](#) user to start and use a [Guardian](#) tool in the

Guardian environment.

## **interpreter**

The component of the Java [VM](#) that interprets [bytecode](#) into [native](#) machine code.

## **ISO**

See [International Organization for Standardization \(ISO\)](#).

## **J**

### **jar**

The Java Archive tool, which combines multiple files into a single Java Archive (JAR) file. Also, the [command](#) to run the Java Archive Tool.

### **JAR file**

A Java Archive file, produced by the Java Archive Tool, [jar](#).

### **java**

The Java interpreter, which runs Java [bytecode](#). Also, the [command](#) to run the Java interpreter. The Java command invokes the [Java Run-Time](#).

### **Java Database Connectivity (JDBC)**

An industry standard for database-independent connectivity between the Java platform and relational databases such as [SQL/MP](#) or [SQL/MX](#). JDBC provides a call-level API for SQL-based database access.

### **Java Development Kit (JDK)**

The [Java virtual machine](#), core libraries, and tools for Java. For example, NonStop Server for Java, based on Java™ 2 platform, Standard Edition, SDK 1.4.1. For more information on the J2SE SDK 1.4.1, see the [Sun Microsystems JDK 1.4.1 Documentation](#).

### **Java Foundation Classes**

See [Core API](#).

### **Java HotSpot virtual machine**

The [Java virtual machine](#) implementation designed to produce maximum program-execution speed for applications running in a server environment. The Java HotSpot virtual machine is a run-time environment that features an adaptive compiler that dynamically optimizes the performance of running applications. NonStop Server for Java implements the Java HotSpot [virtual machine](#).

### **Java Naming and Directory Interface (JNDI)**

A standard extension to the Java platform, which provides Java technology-enabled application programs with a unified interface to multiple naming and directory services.

### **Java Native Interface (JNI)**

The C-language [interface](#) used by C functions called by Java classes. Includes an

Invocation API that invokes Java [VM](#) from a C program.

## **Java Run-time**

The Java [VM](#) and the [Core API](#). This is the standard Java environment that the [Java](#) command invokes.

## **Java virtual machine**

The process that loads, links, verifies, and interprets Java [bytecode](#). The NonStop Server for Java implements the [Java HotSpot virtual machine](#).

## **JDBC**

See [Java Database Connectivity \(JDBC\)](#).

## **JDBC API**

The programmatic [API](#) in Java to access relational databases.

## **JDBC Trace Facility**

A utility designed to trace the entry point of all the JDBC methods called from the Java applications.

## **JDBC/MP**

See [HP JDBC Driver for SQL/MP \(JDBC/MP\)](#).

## **JDBC/MX**

See [HP JDBC Driver for SQL/MX \(JDBC/MX\)](#).

## **JDK**

See [Java Development Kit \(JDK\)](#).

## **JNDI**

See [Java Naming and Directory Interface \(JNDI\)](#).

## **JNI**

See [Java Native Interface \(JNI\)](#).

## **jre**

The Java run-time environment, which runs Java [bytecode](#). Also, the [command](#) to run the Java run-time environment.

## **JVM**

See [Java virtual machine](#).

## **L**

## **LAN**

See [local area network \(LAN\)](#).

## **local area network (LAN)**

A data communications network that is geographically limited (typically to a radius of 1 kilometer), allowing easy interconnection of terminals, microprocessors, and computers within adjacent buildings. Ethernet is an example of a LAN.

## N

### native

In the context of Java programming, something written in a language other than Java (such as C or C++) for a specific platform.

### NonStop Technical Library (NTL)

The browser-based interface to NonStop computing technical information. NTL replaces HP Total Information Manager (TIM).

### node

One of these:

- An addressable device attached to a computer network.
- A [hypertext](#) document.

## NSK

See [HP NonStop operating system](#).

## O

### ODBC

See [Open Database Connectivity \(ODBC\)](#).

### Open Database Connectivity (ODBC)

The standard Microsoft product for accessing databases.

### Open System Services (OSS)

An environment available for [interactive](#) and programmatic use with the [NonStop operating system](#). Processes that run in the OSS environment use the OSS [API](#). Interactive users of the OSS environment use the OSS shell for their [command interpreter](#). Compare to [Guardian](#).

### OSS

See [Open System Services \(OSS\)](#).

## P

### package

A collection of related classes; for example, [JDBC](#).

## **persistence**

A property of a programming language where created objects and variables continue to exist and retain their values between runs of the program.

## **portability**

The ability to transfer programs from one platform to another without reprogramming. A characteristic of open systems. Portability implies use of standard programming languages such as C.

## **Portable Operating System Interface X (POSIX)**

A family of interrelated [interface](#) standards defined by [ANSI](#) and Institute for Electrical and Electronic Engineers (IEEE). Each POSIX interface is separately defined in a numbered ANSI/IEEE standard or draft standard. The standards deal with issues of [portability](#), [interoperability](#), and uniformity of user interfaces.

## **POSIX**

See [Portable Operating System Interface X \(POSIX\)](#).

## **protocol**

A set of formal rules for transmitting data, especially across a network. Low-level protocols define electrical and physical standards, bit-ordering, byte-ordering, and the transmission, error detection, and error correction of the bit stream. High-level protocols define data formatting, including the syntax of messages, the terminal-to-computer dialogue, character sets, sequencing of messages, and so on.

# **R**

## **RDF**

See [Remote Duplicate Database Facility \(RDF\)](#).

## **Remote Duplicate Database Facility (RDF)**

The HP software product that does these:

- Assists in disaster recovery for online transaction processing (OLTP) production databases
- Monitors database updates audited by the TMF subsystem on a primary system and applies those updates to a copy of the database on a remote system

# **S**

## **scalability**

The ability to increase the size and processing power of an online transaction processing system by adding processors and devices to a system, systems to a network, and so on, and to do so easily and transparently without bringing systems down. Sometimes called expandability.

## **server**

One of these:

- An implementation of a system used as a stand-alone system or as a node in an [Expand](#) network.
- The hardware component of a computer system designed to provide services in response to requests received from [clients](#) across a network. For example, NonStop system servers provide [transaction](#) processing, database access, and other services.
- A process or program that provides services to a client. Servers are designed to receive request messages from clients; perform the desired operations, such as database inquiries or updates, security verifications, numerical calculations, or data routing to other computer systems; and return reply messages to the clients.

## **set ( ) method**

A method used to modify a data item. For example, the `SQLMPCConnection.setAutoCommit ( )` method changes the transaction mode of the JDBC driver's connection to an SQL/MP or SQL/MX database. Compare to [get \( \) method](#).

## **SQL context**

An instantiation of the SQL executor with its own environment.

## **SQLCI**

SQL/MP Conversational Interface.

## **SQLMPCConnectionPoolDataSource**

The JDBC/MP driver class that manages connection pools for an application server.

## **SQLMPDataSource**

The JDBC/MP driver class that manages connections.

## **SQL/MP**

See [HP NonStop SQL/MP](#).

## **SQL/MX**

See [HP NonStop SQL/MX](#).

## **statement pooling**

A framework for pooling `PreparedStatement` objects.

## **Stored procedure in Java (SPJ)**

A stored procedure whose body is a static Java method.

## **stub**

One of these:

- A dummy procedure used when linking a program with a run-time library. The stub need not contain any code. Its only purpose is to prevent "undefined label" errors at link time.

- A local procedure in a remote procedure call (RPC). A client calls the stub to perform a task, not necessarily aware that the RPC is involved. The stub transmits parameters over the network to the server and returns results to the caller.

## T

### **thread**

A task that is separately dispatched and that represents a sequential flow of control within a process.

### **threads**

The nonnative [thread package](#) that is shipped with Sun Microsystems [JDK](#).

### **throw**

Java keyword used to raise an [exception](#).

### **throws**

Java keyword used to define the [exceptions](#) that a method can raise.

### **TMF**

See [HP NonStop Transaction Management Facility \(TMF\)](#)

### **TNS/E**

The hardware platform based on the Intel® Itanium® architecture and the HP NonStop operating system and software that are specific to that platform. All code is PIC (position independent code).

### **TNS/R**

The hardware platform based on the MIPS" architecture and the HP NonStop operating system and software that are specific to that platform. Code may be PIC (position independent code) or non-PIC.

### **transaction**

A user-defined action that a [client](#) program (usually running on a workstation) requests from a [server](#).

### **Transaction Management Facility (TMF)**

A set of HP software products for NonStop systems that assures database integrity by preventing incomplete updates to a database. It can continuously save the changes that are made to a database (in real time) and back out these changes when necessary. It can also take online "snapshot" backups of the database and restore the database from these backups.

# U

## Unicode

A character-coding scheme designed to be an extension of [ASCII](#). By using 16 bits for each character (rather than ASCII's 7), Unicode can represent almost every character of every language and many symbols (such as "&") in an internationally standard way, eliminating the complexity of incompatible extended character sets and code pages. Unicode's first 128 codes correspond to those of standard ASCII.

## uniform resource locator (URL)

A draft standard for specifying an object on a network (such as a file, a newsgroup, or, with JDBC, a database). URLs are used extensively on the [World Wide Web](#). [HTML](#) documents use them to specify the targets of [hyperlinks](#).

## URL

See [uniform resource locator \(URL\)](#).

# V

## virtual machine (VM)

A self-contained operating environment that behaves as if it is a separate computer. See also [Java virtual machine](#).

# W

## World Wide Web (WWW)

An [Internet client-server hypertext](#) distributed information retrieval system that originated from the CERN High-Energy Physics laboratories in Geneva, Switzerland. On the WWW everything (documents, menus, indexes) is represented to the user as a hypertext object in [HTML](#) format. Hypertext links refer to other documents by their URLs. These can refer to local or remote resources accessible by FTP, Gopher, Telnet, or news, in addition to those available by means of the [HTTP protocol](#) used to transfer hypertext documents. The client program (known as a [browser](#)) runs on the user's computer and provides two basic navigation operations: to follow a link or to send a query to a server.

## WWW

See [World Wide Web \(WWW\)](#).

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### List of Examples

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# How This API Document Is Organized

This API (Application Programming Interface) document has pages corresponding to the items in the navigation bar, described.

## Package

Each package has a page that contains a list of its classes and interfaces, with a summary for each. This page can contain four categories:

- Interfaces (*italic*)
- Classes
- Exceptions
- Errors

## Class/Interface

Each class, interface, nested class and nested interface has its own separate page. Each of these pages has three sections consisting of a class/interface description, summary tables, and detailed member descriptions:

- Class inheritance diagram
- Direct Subclasses
- All Known Subinterfaces
- All Known Implementing Classes
- Class/interface declaration
- Class/interface description
- Nested Class Summary
- Field Summary
- Constructor Summary
- Method Summary
- Field Detail
- Constructor Detail
- Method Detail

Each summary entry contains the first sentence from the detailed description for that item. The summary entries are alphabetical, while the detailed descriptions are in the order they appear in the source code. This preserves the logical groupings

established by the programmer.

## Use

Each documented package, class and interface has its own Use page. This page describes what packages, classes, methods, constructors and fields use any part of the given class or package. Given a class or interface A, its Use page includes subclasses of A, fields declared as A, methods that return A, and methods and constructors with parameters of type A. You can access this page by first going to the package, class or interface, then clicking on the "Use" link in the navigation bar.

## Tree (Class Hierarchy)

There is a [Class Hierarchy](#) page for all packages, plus a hierarchy for each package. Each hierarchy page contains a list of classes and a list of interfaces. The classes are organized by inheritance structure starting with `java.lang.Object`. The interfaces do not inherit from `java.lang.Object`.

- When viewing the Overview page, clicking on "Tree" displays the hierarchy for all packages.
- When viewing a particular package, class or interface page, clicking "Tree" displays the hierarchy for only that package.

## Deprecated API

The [Deprecated API](#) page lists all the API that have been deprecated. A deprecated API is not recommended for use, generally because of improvements, and a replacement API is usually given. Deprecated APIs might be removed in future implementations.

## Index

The [Index](#) contains an alphabetic list of all classes, interfaces, constructors, methods, and fields.

## Prev/Next

These links take you to the next or previous class, interface, package, or related page.

## Frames/No Frames

These links show and hide the HTML frames. All pages are available with or without frames.

## Serialized Form

Each serializable or externalizable class has a description of its serialization fields and methods. This information is of interest to re-implementors, not to developers using the API. While there is no link in the navigation bar, you can get to this information by going to any serialized class and clicking "Serialized Form" in the "See also" section of the class description.

*This help file applies to API documentation generated using the standard doclet.*

---

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*HP JDBC Driver for SQL/MP*

## Hierarchy For All Packages

### Package Hierarchies:

[com.tandem.sqlmp](#)

---

## Class Hierarchy

- class java.lang.[Object](#)
    - class com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#) (implements javax.sql.ConnectionPoolDataSource, javax.naming.Referenceable, java.io.Serializable)
    - class com.tandem.sqlmp.[SQLMPDataSource](#) (implements javax.sql.DataSource, javax.naming.Referenceable, java.io.Serializable)
-

# Hierarchy For Package com.tandem.sqlmp

## Class Hierarchy

- class java.lang.[Object](#)
  - class com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#) (implements [javax.sql.ConnectionPoolDataSource](#), [javax.naming.Referenceable](#), [java.io.Serializable](#))
  - class com.tandem.sqlmp.[SQLMPDataSource](#) (implements [javax.sql.DataSource](#), [javax.naming.Referenceable](#), [java.io.Serializable](#))
  - class com.tandem.sqlmp.[SQLMPResultSet](#) (implements [java.sql.ResultSet](#))

## Package com.tandem.sqlmp

### Class Summary

<a href="#">SQLMPConnectionPoolDataSource</a>	A factory for PooledConnection objects.
<a href="#">SQLMPDataSource</a>	A DataSource object is a factory for Connection objects.

## Uses of Package com.tandem.sqlmp

No usage of com.tandem.sqlmp

---

com.tandem.sqlmp

# Class SQLMPConnectionPoolDataSource

[java.lang.Object](#)|  
+--[com.tandem.sqlmp.SQLMPConnectionPoolDataSource](#)

## All Implemented Interfaces:

[javax.sql.ConnectionPoolDataSource](#), [javax.naming.Referenceable](#), [java.io.Serializable](#)public class **SQLMPConnectionPoolDataSource**extends [Object](#)implements [javax.sql.ConnectionPoolDataSource](#), [java.io.Serializable](#), [javax.naming.Referenceable](#)

A factory for `PooledConnection` objects. An object that implements this interface will typically be registered with a naming service that is based on the Java™ Naming and Directory Interface (JNDI).

## Since:

1.4

## See Also:

[Serialized Form](#)

## Constructor Summary

[SQLMPConnectionPoolDataSource](#)( )

## Method Summary

<a href="#">String</a>	<a href="#">getDataSourceName</a> ( ) Returns the name set by the <code>setDataSourceName</code> method.
<a href="#">String</a>	<a href="#">getDescription</a> ( ) Returns the description of this <code>DataSource</code> object if one was set.
int	<a href="#">getInitialPoolSize</a> ( ) Returns the physical number of connections the pool should keep workable at all times.
<a href="#">String</a>	<a href="#">getJdbcProfile</a> ( ) Returns the name of the Properties file that provides aliasing table names.

int	<a href="#"><u>getLoginTimeout</u></a> ( ) Retrieves the maximum time in seconds that this ConnectionPoolDataSource object will wait while attempting to connect to a database.
java.io.PrintWriter	<a href="#"><u>getLogWriter</u></a> ( ) Retrieves the log writer for this SQLMPConnectionPoolDataSource object.
int	<a href="#"><u>getMaxIdleTime</u></a> ( ) Returns the number of seconds that a physical connection should remain idle in the pool before the connection is closed.
int	<a href="#"><u>getMaxPoolSize</u></a> ( ) Returns the maximum number of physical connections the pool should contain.
int	<a href="#"><u>getMaxStatements</u></a> ( ) Returns the total number of statements that should be kept open.
int	<a href="#"><u>getMinPoolSize</u></a> ( ) Returns the number of physical connections the pool should keep available at all times.
javax.sql.PooledConnection	<a href="#"><u>getPooledConnection</u></a> ( ) Tries to establish a physical database connection that can be used as a pooled connection.
javax.sql.PooledConnection	<a href="#"><u>getPooledConnection</u></a> ( <a href="#"><u>String</u></a> user, <a href="#"><u>String</u></a> password) Tries to establish a physical database connection that can be used as a pooled connection.
int	<a href="#"><u>getPropertyCycle</u></a> ( ) Returns the interval in seconds that the pool should wait before enforcing the current policy defined by the values of the connection pool properties for maxStatements, initialPoolSize, maxPoolSize, and maxIdleTime.
javax.naming.Reference	<a href="#"><u>getReference</u></a> ( ) Returns a javax.naming.Reference to this DataSource object.
<a href="#"><u>String</u></a>	<a href="#"><u>getTransactionMode</u></a> ( ) Returns the TransactionMode property for this ConnectionPoolDataSource object.
void	<a href="#"><u>setDataSourceName</u></a> ( <a href="#"><u>String</u></a> dataSourceName) Sets the name of an underlying data source.
void	<a href="#"><u>setDescription</u></a> ( <a href="#"><u>String</u></a> description) Sets the description for this DataSource object.
void	<a href="#"><u>setInitialPoolSize</u></a> (int initialPoolSize) Physical number of connections the pool should keep workable at all times.

void	<a href="#"><u>setJdbcProfile</u></a> (String jdbcProfile) Sets the name of the Properties file that provides for alias names for SQL/MP tables.
void	<a href="#"><u>setLoginTimeout</u></a> (int seconds) Sets the maximum time in seconds that a ConnectionPoolDataSource object will wait while attempting to connect to a database.
void	<a href="#"><u>setLogWriter</u></a> (java.io.PrintWriter out) Sets the log writer for this SQLMPCConnectionPoolDataSource object to the given java.io.PrintWriter object.
void	<a href="#"><u>setMaxIdleTime</u></a> (int maxIdleTime) The number of seconds that a physical connection should remain idle in the pool before the connection is closed.
void	<a href="#"><u>setMaxPoolSize</u></a> (int maxPoolSize) Sets the maximum number of physical connections the pool should contain.
void	<a href="#"><u>setMaxStatements</u></a> (int max) Sets the total number of statements that this SQLMPCConnectionPoolDataSource object should keep open.
void	<a href="#"><u>setMinPoolSize</u></a> (int minPoolSize) Sets the number of physical connections the pool should keep available at all times.
void	<a href="#"><u>setPassword</u></a> (String passWord) Sets a password for the give user name - not required for JDBC for SQL/MP.
void	<a href="#"><u>setPropertyCycle</u></a> (int propertyCycleInterval) The interval in seconds that the pool should wait before enforcing the current policy defined by the values of the connection pool properties for maxStatements, initialPoolSize, maxPoolSize, and maxIdleTime.
void	<a href="#"><u>setTransactionMode</u></a> (String mode) Sets the TransactionMode property.
void	<a href="#"><u>setUserName</u></a> (String username) Sets a user name.

#### Methods inherited from class java.lang.[Object](#)

[equals](#), [getClass](#), [hashCode](#), [notify](#), [notifyAll](#), [toString](#), [wait](#), [wait](#), [wait](#)

## Constructor Detail

### SQLMPCConnectionPoolDataSource

```
public SQLMPCConnectionPoolDataSource()
```

## Method Detail

### getPooledConnection

```
public javax.sql.PooledConnection getPooledConnection()  
                                     throws java.sql.SQLException
```

Tries to establish a physical database connection that can be used as a pooled connection.

**Specified by:**

getPooledConnection in interface javax.sql.ConnectionPoolDataSource

**Returns:**

a PooledConnection object that is a physical connection to the database that this SQLMPCConnectionPoolDataSource object represents

**Throws:**

java.sql.SQLException - if a database access error occurs

---

### getPooledConnection

```
public javax.sql.PooledConnection getPooledConnection(String user,  
                                                       String password)  
                                     throws java.sql.SQLException
```

Tries to establish a physical database connection that can be used as a pooled connection.

**Specified by:**

getPooledConnection in interface javax.sql.ConnectionPoolDataSource

**Parameters:**

user - the database user on whose behalf the connection is being made

password - the user's password

**Returns:**

a PooledConnection object that is a physical connection to the database that this SQLMPCConnectionPoolDataSource object represents

**Throws:**

java.sql.SQLException - if a database access error occurs

---

## getLogWriter

```
public java.io.PrintWriter getLogWriter()  
                                throws java.sql.SQLException
```

Retrieves the log writer for this `SQLMPConnectionPoolDataSource` object.

The log writer is a character output stream to which all logging and tracing messages for this `SQLMPConnectionPoolDataSource` object are printed. This includes messages printed by the methods of this object, messages printed by methods of other objects manufactured by this object, and so on. Messages printed to a data source- specific log writer are not printed to the log writer associated with the `java.sql.DriverManager` class. When a data source object is created, the log writer is initially null; in other words, the default is for logging to be disabled.

### Specified by:

`getLogWriter` in interface `javax.sql.ConnectionPoolDataSource`

### Returns:

the log writer for this `SQLMPConnectionPoolDataSource` object or null if logging is disabled

### Throws:

`java.sql.SQLException` - if a database access error occurs

### See Also:

[setLogWriter\(java.io.PrintWriter\)](#)

---

## setLogWriter

```
public void setLogWriter(java.io.PrintWriter out)  
                                throws java.sql.SQLException
```

Sets the log writer for this `SQLMPConnectionPoolDataSource` object to the given `java.io.PrintWriter` object.

The log writer is a character output stream to which all logging and tracing messages for this `SQLMPConnectionPoolDataSource` object are printed. This includes messages printed by the methods of this object, messages printed by methods of other objects manufactured by this object, and so on. Messages printed to a data source- specific log writer are not printed to the log writer associated with the `java.sql.DriverManager` class. When a data source object is created, the log writer is initially null; in other words, the default is for logging to be disabled.

### Specified by:

`setLogWriter` in interface `javax.sql.ConnectionPoolDataSource`

### Parameters:

`out` - the new log writer; null to disable logging

### Throws:

`java.sql.SQLException` - if a database access error occurs

### See Also:

[getLogWriter\(\)](#)

---

## setLoginTimeout

```
public void setLoginTimeout(int seconds)
    throws java.sql.SQLException
```

Sets the maximum time in seconds that a `ConnectionPoolDataSource` object will wait while attempting to connect to a database. This value is ignored in this `SQLMPCConnectionPoolDataSource` object.

**Specified by:**

`setLoginTimeout` in interface `javax.sql.ConnectionPoolDataSource`

**Parameters:**

`seconds` - the data source login time limit.

**Throws:**

`java.sql.SQLException` - if a database access error occurs.

**See Also:**

[getLoginTimeout\(\)](#)

---

## getLoginTimeout

```
public int getLoginTimeout()
    throws java.sql.SQLException
```

Retrieves the maximum time in seconds that this `ConnectionPoolDataSource` object will wait while attempting to connect to a database. There is no timeout value for an `SQLMPCConnectionPoolDataSource` so zero is always returned.

**Specified by:**

`getLoginTimeout` in interface `javax.sql.ConnectionPoolDataSource`

**Returns:**

the data source login time limit.

**Throws:**

`java.sql.SQLException` - if a database access error occurs.

**See Also:**

[setLoginTimeout\(int\)](#)

---

## setMaxStatements

```
public void setMaxStatements(int max)
    throws java.sql.SQLException
```

Sets the total number of statements that this `SQLMPCConnectionPoolDataSource` object should keep open. A value of zero (0) indicates that caching of statements is disabled.

**Parameters:**

`max` - the number of statements that the should be kept open.

**Throws:**

`java.sql.SQLException` - if the number of statements exceeds the maximum allowed by the database.

**See Also:**

[getMaxStatements\(\)](#)

---

## getMaxStatements

```
public int getMaxStatements()
```

Returns the total number of statements that should be kept open. A value of zero (0) indicates that caching of statements is disabled.

**Returns:**

the total number of statements that the connection pool keeps open.

**See Also:**

[setMaxStatements\(int\)](#)

---

## setInitialPoolSize

```
public void setInitialPoolSize(int initialPoolSize)
```

Physical number of connections the pool should keep workable at all times. A value of zero (0) indicates that connections should be created as needed.

**Parameters:**

`initialPoolSize` - the physical number of connections the pool should keep workable at all times.

**See Also:**

[getInitialPoolSize\(\)](#)

---

## getInitialPoolSize

```
public int getInitialPoolSize()
```

Returns the physical number of connections the pool should keep workable at all times. A value of zero (0) indicates that connections should be created as needed.

**Returns:**

the physical number of connections the pool should keep workable at all times.

**See Also:**

[setInitialPoolSize\(int\)](#)

---

## setMinPoolSize

```
public void setMinPoolSize(int minPoolSize)
```

Sets the number of physical connections the pool should keep available at all times. 0 (zero) indicates that connections should be created as needed.

**Parameters:**

`minPoolSize` - the number of physical connections the pool should keep available at all times.

**See Also:**

[getMinPoolSize\(\)](#)

---

## getMinPoolSize

```
public int getMinPoolSize()
```

Returns the number of physical connections the pool should keep available at all times. A value of 0 (zero) indicates that connections should be created as needed.

**Returns:**

the number of physical connections the pool should keep available at all times.

**See Also:**

[setMinPoolSize\(int\)](#)

---

## setMaxPoolSize

```
public void setMaxPoolSize(int maxPoolSize)
```

Sets the maximum number of physical connections the pool should contain. A value of zero (0) indicates no maximum size.

**Parameters:**

`maxPoolSize` - the maximum number of physical connections the pool should contain.

**See Also:**

[getMaxPoolSize\(\)](#)

---

## getMaxPoolSize

```
public int getMaxPoolSize()
```

Returns the maximum number of physical connections the pool should contain. A value of zero (0) indicates no maximum size.

**Returns:**

the maximum number of physical connections the pool should contain.

**See Also:**

[setMaxPoolSize\(int\)](#)

---

## setMaxIdleTime

```
public void setMaxIdleTime(int maxIdleTime)
```

The number of seconds that a physical connection should remain idle in the pool before the connection is closed. A value of zero (0) indicates no limit.

**Parameters:**

maxIdleTime - the number of seconds that a physical connection should remain idle in the pool before the connection is closed.

**See Also:**

[getMaxIdleTime\(\)](#)

---

## getMaxIdleTime

```
public int getMaxIdleTime()
```

Returns the number of seconds that a physical connection should remain idle in the pool before the connection is closed. A value of zero (0) indicates no limit.

**Returns:**

the number of seconds that a physical connection should remain idle in the pool before the connection is closed.

**See Also:**

[setMaxIdleTime\(int\)](#)

---

## setPropertyCycle

```
public void setPropertyCycle(int propertyCycleInterval)
```

The interval in seconds that the pool should wait before enforcing the current policy defined by the values of the connection pool properties for maxStatements, initialPoolSize, maxPoolSize, and maxIdleTime.

**Parameters:**

propertyCycleInterval - the interval in seconds that the pool should wait before enforcing the current policy defined by the values of the connection pool properties.

**See Also:**

[getPropertyCycle\(\)](#)

---

## getPropertyCycle

```
public int getPropertyCycle()
```

Returns the interval in seconds that the pool should wait before enforcing the current policy defined by the values of the connection pool properties for maxStatements, initialPoolSize, maxPoolSize, and maxIdleTime.

**Returns:**

the interval in seconds that the pool should wait before enforcing the current policy defined by the values of the connection pool properties.

**See Also:**

[setPropertyCycle\(int\)](#)

---

## getDescription

```
public String getDescription()
```

Returns the description of this DataSource object if one was set.

**Returns:**

the description that was set or a default value.

---

## setDescription

```
public void setDescription(String description)
```

Sets the description for this DataSource object.

**Parameters:**

description - - the description

---

## getTransactionMode

```
public String getTransactionMode()
```

Returns the TransactionMode property for this ConnectionPoolDataSource object.

**Returns:**

the transaction mode; either "INTERNAL", which indicates that the JDBC driver will manage transactions, or "EXTERNAL", which indicates that the application will manage transactions.

---

## setTransactionMode

```
public void setTransactionMode(String mode)
```

Sets the TransactionMode property. Valid values are either "INTERNAL" or "EXTERNAL".

"INTERNAL" indicates that you want the JDBC driver to manage transactions. "EXTERNAL" indicates that you want the application to manage transactions by using JTA and JTS or the com.tandem.tmf routines. The default is "EXTERNAL".

**Parameters:**

mode - - a String containing either "INTERNAL" or "EXTERNAL" after the DataSource object is deployed.

---

## setDataSourceName

```
public void setDataSourceName(String dataSourceName)
```

Sets the name of an underlying data source.

**Parameters:**

dataSourceName - - the name of an underlying data source

---

## getDataSourceName

```
public String getDataSourceName()
```

Returns the name set by the setDataSourceName method.

**Returns:**

the name set by the setDataSourceName method or null if no name was ever set.

---

## setJdbcPropfile

```
public void setJdbcPropfile(String jdbcPropfile)
```

Sets the name of the Properties file that provides for alias names for SQL/MP tables.

---

## getJdbcPropfile

```
public String getJdbcPropfile()
```

Returns the name of the Properties file that provides aliasing table names.

**Returns:**

- file name or null if a file name was never set.

---

## setUserName

```
public void setUserName(String username)
```

Sets a user name. This is used strictly for documentation in a JDBC for SQL/MP environment.

**Parameters:**

username - - the user name.

---

## setPassword

```
public void setPassword(String passWord)
```

Sets a password for the give user name - not required for JDBC for SQL/MP.

---

## getReference

```
public javax.naming.Reference getReference()  
                                throws javax.naming.NamingException
```

Returns a `javax.naming.Reference` to this `DataSource` object.

**Specified by:**

`getReference` in interface `javax.naming.Referenceable`

**Returns:**

a `javax.naming.Reference` to this `DataSource` object.

**Throws:**

throws - `NamingException` if the Object Factory for this `DataSource` object cannot be found.  
`javax.naming.NamingException`

---

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*HP JDBC Driver for SQL/MP*

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---

## Uses of Class

# com.tandem.sqlmp.SQLMPCConnectionPoolDataSource

No usage of com.tandem.sqlmp.SQLMPCConnectionPoolDataSource

---

com.tandem.sqlmp

# Class SQLMPDataSource

[java.lang.Object](#)|  
+-- **com.tandem.sqlmp.SQLMPDataSource**

## All Implemented Interfaces:

javax.sql.DataSource, javax.naming.Referenceable, java.io.Serializable

public class **SQLMPDataSource**extends [Object](#)

implements javax.sql.DataSource, javax.naming.Referenceable, java.io.Serializable

A DataSource object is a factory for Connection objects. An object that implements the DataSource interface will typically be registered with a JNDI service provider. A JDBC driver that is accessed via the DataSource API does not automatically register itself with the DriverManager.

## See Also:

[Serialized Form](#)

## Constructor Summary

[SQLMPDataSource](#) ( )[SQLMPDataSource](#) ( [String](#) url )

## Method Summary

java.sql.Connection	<a href="#">getConnection</a> ( ) Tries to establish a database connection.
java.sql.Connection	<a href="#">getConnection</a> ( <a href="#">String</a> username , <a href="#">String</a> password ) Tries to establish a database connection.
<a href="#">String</a>	<a href="#">getDataSourceName</a> ( ) Returns the name set by the setDataSourceName method.

<a href="#">String</a>	<a href="#">getDescription()</a> Returns the description of this DataSource object if one was set.
<a href="#">String</a>	<a href="#">getJdbcPropfile()</a> Returns the name of the Properties file that provides aliasing table names.
int	<a href="#">getLoginTimeout()</a> Gets the maximum time in seconds that this data source can wait while attempting to connect to a database.
java.io.PrintWriter	<a href="#">getLogWriter()</a> Get the log writer for this data source.
int	<a href="#">getMaxPoolSize()</a> Returns the maximum number of physical connections the pool (free and inuse) should contain.
int	<a href="#">getMaxStatements()</a> Returns the total number of statements that can be pooled.
int	<a href="#">getMinPoolSize()</a> Returns the number of physical connections the pool should keep in the free pool.
boolean	<a href="#">getPoolLogging()</a> Indicates whether logging as been turned on for pooling information.
javax.naming.Reference	<a href="#">getReference()</a> Returns a javax.naming.Reference to this DataSource object.
<a href="#">String</a>	<a href="#">getTransactionMode()</a> Returns the TransactionMode property for this DataSource object.
void	<a href="#">setDataSourceName(<a href="#">String</a> dataSourceName)</a> Sets the name of an underlying data source
void	<a href="#">setDescription(<a href="#">String</a> description)</a> Sets the description for this DataSource object.
void	<a href="#">setJdbcPropfile(<a href="#">String</a> jdbcPropfile)</a> Sets the name of the Properties file that provides for alias names of SQL/MP tables.
void	<a href="#">setLoginTimeout(int seconds)</a> Sets the maximum time in seconds that this data source will wait while attempting to connect to a database.
void	<a href="#">setLogWriter(java.io.PrintWriter out)</a> Sets the log writer for this data source.

void	<a href="#"><b>setMaxPoolSize</b></a> (int maxPoolSize) Sets the maximum number of physical connections that the pool (free and inuse pool) should contain.
void	<a href="#"><b>setMaxStatements</b></a> (int max) Sets the total number of statements that can be pooled.
void	<a href="#"><b>setMinPoolSize</b></a> (int minPoolSize) Sets the number of physical connection that can be in the free pool.
void	<a href="#"><b>setPoolLogging</b></a> (boolean log) Determines whether logging of information about the number of connections or statements in the pool is done.
void	<a href="#"><b>setTransactionMode</b></a> (String mode) Sets the TransactionMode property.

#### Methods inherited from class java.lang.[Object](#)

[equals](#), [getClass](#), [hashCode](#), [notify](#), [notifyAll](#), [toString](#), [wait](#), [wait](#), [wait](#)

## Constructor Detail

### SQLMPDataSource

```
public SQLMPDataSource(String url)
```

---

### SQLMPDataSource

```
public SQLMPDataSource()
```

## Method Detail

### getConnection

```
public java.sql.Connection getConnection()
    throws java.sql.SQLException
```

Tries to establish a database connection.

**Specified by:**

getConnection in interface [javax.sql.DataSource](#)

**Returns:**

a Connection to the database.

**Throws:**

`java.sql.SQLException` - if a database-access error occurs.

---

## getConnection

```
public java.sql.Connection getConnection(String username,  
                                           String password)  
    throws java.sql.SQLException
```

Tries to establish a database connection.

**Specified by:**

`getConnection` in interface `javax.sql.DataSource`

**Parameters:**

`password` - the user's password

**Returns:**

a Connection to the database

**Throws:**

`java.sql.SQLException` - if a database-access error occurs.

---

## getLogWriter

```
public java.io.PrintWriter getLogWriter()  
    throws java.sql.SQLException
```

Get the log writer for this data source.

The log writer is a character output stream to which all logging and tracing messages for this data source object instance will be printed. This includes messages printed by the methods of this object, messages printed by methods of other objects manufactured by this object, and so on. Messages printed to a data source specific log writer are not printed to the log writer associated with the `java.sql.DriverManager` class. When a `DataSource` object is created the log writer is initially null, in other words, logging is disabled.

**Specified by:**

`getLogWriter` in interface `javax.sql.DataSource`

**Returns:**

the log writer for this data source, null if disabled

**Throws:**

`java.sql.SQLException` - if a database-access error occurs.

---

## setLogWriter

```
public void setLogWriter(java.io.PrintWriter out)
    throws java.sql.SQLException
```

Sets the log writer for this data source.

The log writer is a character output stream to which all logging and tracing messages for this data source object instance will be printed. This includes messages printed by the methods of this object, messages printed by methods of other objects manufactured by this object, and so on. Messages printed to a data source specific log writer are not printed to the log writer associated with the `java.sql.DriverManager` class. When a `DataSource` object is created the log writer is initially null, in other words, logging is disabled.

### Specified by:

`setLogWriter` in interface `javax.sql.DataSource`

### Parameters:

`out` - the new log writer; to disable, set to null.

### Throws:

`java.sql.SQLException` - if a database-access error occurs.

---

## setLoginTimeout

```
public void setLoginTimeout(int seconds)
    throws java.sql.SQLException
```

Sets the maximum time in seconds that this data source will wait while attempting to connect to a database. This value is ignored by this `SQLMPDataSource` object.

### Specified by:

`setLoginTimeout` in interface `javax.sql.DataSource`

### Parameters:

`seconds` - the data source login time limit; ignored by this `SQLMPDataSource` object.

### Throws:

`java.sql.SQLException` - if a database access error occurs.

---

## getLoginTimeout

```
public int getLoginTimeout()
    throws java.sql.SQLException
```

Gets the maximum time in seconds that this data source can wait while attempting to connect to a database. This value is ignored.

### Specified by:

`getLoginTimeout` in interface `javax.sql.DataSource`

**Returns:**

the data source login time limit; this value is ignored.

**Throws:**

`java.sql.SQLException` - if a database access error occurs.

---

## getDescription

```
public String getDescription()
```

Returns the description of this `DataSource` object if one was set.

**Returns:**

the description that was set or a default value.

---

## setDescription

```
public void setDescription(String description)
```

Sets the description for this `DataSource` object.

**Parameters:**

`description` - - the description

---

## getTransactionMode

```
public String getTransactionMode()
```

Returns the `TransactionMode` property for this `DataSource` object.

**Returns:**

the transaction mode; either "INTERNAL", which indicates that the JDBC driver will manage transactions or "EXTERNAL", which indicates that the application will manage transactions.

---

## setTransactionMode

```
public void setTransactionMode(String mode)
```

throws `java.sql.SQLException`

Sets the `TransactionMode` property. Valid values are either "INTERNAL" or "EXTERNAL". "INTERNAL" indicates that you want the JDBC driver to manage transactions. "EXTERNAL" indicates that you want the application to manage transactions by using JTA and JTS>/code> or the `com.tandem.tmf` routines. The default is "EXTERNAL".

**Parameters:**

mode - - a String containing either "INTERNAL" or "EXTERNAL".

**Throws:**

java.sql.SQLException - if setTransactionMode is called after the DataSource object is deployed.

---

## setDataSourceName

public void **setDataSourceName**([String](#) dataSourceName)

Sets the name of an underlying data source

**Parameters:**

dataSourceName - - the name of an underlying data source

---

## getDataSourceName

public [String](#) **getDataSourceName**()

Returns the name set by the setDataSourceName method.

**Returns:**

the name set with setDataSourceName or null if no name was ever set.

---

## setJdbcPropfile

public void **setJdbcPropfile**([String](#) jdbcPropfile)

Sets the name of the Properties file that provides for alias names of SQL/MP tables.

---

## getJdbcPropfile

public [String](#) **getJdbcPropfile**()

Returns the name of the Properties file that provides aliasing table names.

**Returns:**

- file name or null if a file name was never set.

---

## setMaxStatements

```
public void setMaxStatements(int max)  
    throws java.sql.SQLException
```

Sets the total number of statements that can be pooled. A value of zero (0) indicates that caching of statements is disabled.

**Parameters:**

max - the number of statements that can be pooled.

**Throws:**

java.sql.SQLException - if the number of statements exceeds the maximum allowed by the database.

**See Also:**

[getMaxStatements\(\)](#)

---

## getMaxStatements

```
public int getMaxStatements()
```

Returns the total number of statements that can be pooled. A value of zero (0) indicates that pooling of statements is disabled.

**Returns:**

the total number of statements that can be pooled.

**See Also:**

[setMaxStatements\(int\)](#)

---

## setMaxPoolSize

```
public void setMaxPoolSize(int maxPoolSize)
```

Sets the maximum number of physical connections that the pool (free and inuse pool) should contain. When the maximum number of physical connections is reached, the JDBC/MP driver throws an SQLException with the message "Maximum pool size reached". Specifying a value of 0 (zero) means the pool has no maximum size. Specifying a value of -1 means no connection pooling is performed. The default value is -1 indicating that no pooling of physical connections is done.

**Parameters:**

maxPoolSize - the maximum number of physical connections the pool should contain in the pool (free and inuse).

**See Also:**

[getMaxPoolSize\(\)](#), [setMinPoolSize\(int\)](#)

---

## getMaxPoolSize

```
public int getMaxPoolSize()
```

Returns the maximum number of physical connections the pool (free and inuse) should contain. A value of zero (0) indicates no maximum size. A value of -1 indicates that connection pooling is not being done.

**Returns:**

the maximum number of physical connections the pool should contain.

**See Also:**

[setMaxPoolSize\(int\)](#)

---

## setMinPoolSize

```
public void setMinPoolSize(int minPoolSize)
```

Sets the number of physical connection that can be in the free pool. When the number of physical connections in the free pool reaches the value of minPoolSize, subsequent connections that are closed are physically closed and are not added to the free pool. Specifying a value of 0 means that the value of minPoolSize is the same as the value of maxPoolSize. If the value of maxPoolSize is -1, the value of minPoolSize is ignored. The default value is 0. For this data source it is recommended that you use the default value.

**Parameters:**

minPoolSize - the number of physical connections the pool should keep available at all times.

**See Also:**

[getMinPoolSize\(\)](#), [setMaxPoolSize\(int\)](#)

---

## getMinPoolSize

```
public int getMinPoolSize()
```

Returns the number of physical connections the pool should keep in the free pool. A value of 0 (zero) indicates that the minPoolSize is equal to the maxPoolSize. If maxPoolSize is equal to -1, the value of minPoolSize is ignored. The default is 0.

**Returns:**

the number of physical connections the pool should maintain in the free pool.

**See Also:**

[setMinPoolSize\(int\)](#), [setMaxPoolSize\(int\)](#)

---

## setPoolLogging

public void **setPoolLogging**(boolean log)

Determines whether logging of information about the number of connections or statements in the pool is done. If set to true, logging is done. The value of this property is ignored if no `LogWriter` property is set or if no pooling of connections or statements is done. The default value is false.

**Parameters:**

log - - true to turn logging on; false otherwise.

---

## getPoolLogging

public boolean **getPoolLogging**()

Indicates whether logging as been turned on for pooling information.

**Returns:**

true if logging is inabled; false otherwise.

---

## getReference

public javax.naming.Reference **getReference**()

throws javax.naming.NamingException

Returns a `javax.naming.Reference` to this `DataSource` object.

**Specified by:**

`getReference` in interface `javax.naming.Referenceable`

**Returns:**

a `javax.naming.Reference` to this `DataSource` object.

**Throws:**

throws - `NamingException` if the object factory for this `DataSource` object cannot be found.

`javax.naming.NamingException`

---

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SUMMARY: NESTED | FIELD | [CONSTR](#) | [METHOD](#) DETAIL: FIELD | [CONSTR](#) | [METHOD](#)

---

## Uses of Class **com.tandem.sqlmp.SQLMPDataSource**

No usage of com.tandem.sqlmp.SQLMPDataSource

---

## Deprecated API

---

---

# Serialized Form

## Class

[com.tandem.sqlmp.SQLMPConnectionPoolDataSource](#)

implements [Serializable](#)

## Serialized Fields

### **out\_**

java.io.PrintWriter **out\_**

---

### **seconds\_**

int **seconds\_**

---

### **maxStatements\_**

int **maxStatements\_**

---

### **pool\_**

com.tandem.sqlmp.SQLMPPool **pool\_**

---

### **initialPoolSize\_**

int **initialPoolSize\_**

---

## **maxPoolSize\_**

`int maxPoolSize_`

---

## **maxIdleTime\_**

`int maxIdleTime_`

---

## **minPoolSize\_**

`int minPoolSize_`

---

## **propertyCycleInterval\_**

`int propertyCycleInterval_`

---

## **description\_**

`String description_`

---

## **transactionMode\_**

`String transactionMode_`

---

## **dataSourceName\_**

`String dataSourceName_`

---

## **jdbcPropfile\_**

`String jdbcPropfile_`

---

**userName\_**

[String](#) userName\_

---

**password\_**

[String](#) password\_

---

**url\_**

[String](#) url\_

---

**props\_**

java.util.Properties props\_

---

**needSetUp\_**

boolean needSetUp\_

---

**propfileName\_**

[String](#) propfileName\_

---

**Class [com.tandem.sqlmp.SQLMPDataSource](#)  
implements Serializable**

**Serialized Fields**

**conn\_**

com.tandem.sqlmp.SQLMPConnection conn\_

---

## **logWriter\_**

java.io.PrintWriter logWriter\_

---

## **loginTimeout\_**

int loginTimeout\_

---

## **description\_**

[String](#) description\_

---

## **transactionMode\_**

[String](#) transactionMode\_

---

## **dataSourceName\_**

[String](#) dataSourceName\_

---

## **jdbcPropfile\_**

[String](#) jdbcPropfile\_

---

## **transactionModeSet\_**

int transactionModeSet\_

---

## **maxStatements\_**

int maxStatements\_

---

## **pool\_**

`com.tandem.sqlmp.SQLMPPool` **pool\_**

---

## **maxPoolSize\_**

`int` **maxPoolSize\_**

---

## **minPoolSize\_**

`int` **minPoolSize\_**

---

## **needSetUp\_**

`boolean` **needSetUp\_**

---

## **propfileName\_**

`String` **propfileName\_**

---

## **props\_**

`java.util.Properties` **props\_**

---

## **url\_**

`String` **url\_**

---

## **pds\_**

`com.tandem.sqlmp.SQLMPConnectionPoolDataSource` **pds\_**

---

## catalogName\_

[String](#) catalogName\_

---

## log\_

boolean log\_

---

## driver\_

com.tandem.sqlmp.SQLMPDriver driver\_

---

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---

*HP JDBC Driver for SQL/MP*

## C

[com.tandem.sqlmp](#) - package com.tandem.sqlmp

---

## G

[getConnection\(\)](#) - Method in class com.tandem.sqlmp.[SQLMPDataSource](#)

Tries to establish a database connection.

[getConnection\(String, String\)](#) - Method in class com.tandem.sqlmp.[SQLMPDataSource](#)

Tries to establish a database connection.

[getDataSourceName\(\)](#) - Method in class com.tandem.sqlmp.[SQLMPDataSource](#)

Returns the name set by the `setDataSourceName` method.

[getDataSourceName\(\)](#) - Method in class  
com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

Returns the name set by the `setDataSourceName` method.

[getDescription\(\)](#) - Method in class com.tandem.sqlmp.[SQLMPDataSource](#)

Returns the description of this `DataSource` object if one was set.

[getDescription\(\)](#) - Method in class com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

Returns the description of this `DataSource` object if one was set.

[getInitialPoolSize\(\)](#) - Method in class com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

Returns the physical number of connections the pool should keep workable at all times.

[getJdbcProfile\(\)](#) - Method in class com.tandem.sqlmp.[SQLMPDataSource](#)

Returns the name of the Properties file that provides aliasing table names.

[getJdbcProfile\(\)](#) - Method in class com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

Returns the name of the Properties file that provides aliasing table names.

[getLoginTimeout\(\)](#) - Method in class com.tandem.sqlmp.[SQLMPDataSource](#)

Gets the maximum time in seconds that this data source can wait while attempting to connect to a database.

[getLoginTimeout\(\)](#) - Method in class com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

Retrieves the maximum time in seconds that this `ConnectionPoolDataSource` object will wait while attempting to connect to a database.

[\*\*getLogWriter\(\)\*\*](#) - Method in class `com.tandem.sqlmp.SQLMPDataSource`

Get the log writer for this data source.

[\*\*getLogWriter\(\)\*\*](#) - Method in class `com.tandem.sqlmp.SQLMPCConnectionPoolDataSource`

Retrieves the log writer for this `SQLMPCConnectionPoolDataSource` object.

[\*\*getMaxIdleTime\(\)\*\*](#) - Method in class `com.tandem.sqlmp.SQLMPCConnectionPoolDataSource`

Returns the number of seconds that a physical connection should remain idle in the pool before the connection is closed.

[\*\*getMaxPoolSize\(\)\*\*](#) - Method in class `com.tandem.sqlmp.SQLMPDataSource`

Returns the maximum number of physical connections the pool (free and inuse) should contain.

[\*\*getMaxPoolSize\(\)\*\*](#) - Method in class `com.tandem.sqlmp.SQLMPCConnectionPoolDataSource`

Returns the maximum number of physical connections the pool should contain.

[\*\*getMaxStatements\(\)\*\*](#) - Method in class `com.tandem.sqlmp.SQLMPDataSource`

Returns the total number of statements that can be pooled.

[\*\*getMaxStatements\(\)\*\*](#) - Method in class `com.tandem.sqlmp.SQLMPCConnectionPoolDataSource`

Returns the total number of statements that should be kept open.

[\*\*getMinPoolSize\(\)\*\*](#) - Method in class `com.tandem.sqlmp.SQLMPDataSource`

Returns the number of physical connections the pool should keep in the free pool.

[\*\*getMinPoolSize\(\)\*\*](#) - Method in class `com.tandem.sqlmp.SQLMPCConnectionPoolDataSource`

Returns the number of physical connections the pool should keep available at all times.

[\*\*getPooledConnection\(\)\*\*](#) - Method in class  
`com.tandem.sqlmp.SQLMPCConnectionPoolDataSource`

Tries to establish a physical database connection that can be used as a pooled connection.

[\*\*getPooledConnection\(String, String\)\*\*](#) - Method in class  
`com.tandem.sqlmp.SQLMPCConnectionPoolDataSource`

Tries to establish a physical database connection that can be used as a pooled connection.

[\*\*getPoolLogging\(\)\*\*](#) - Method in class `com.tandem.sqlmp.SQLMPDataSource`

Indicates whether logging has been turned on for pooling information.

[\*\*getPropertyCycle\(\)\*\*](#) - Method in class `com.tandem.sqlmp.SQLMPCConnectionPoolDataSource`

Returns the interval in seconds that the pool should wait before enforcing the current policy defined by the values of the connection pool properties for `maxStatements`, `initialPoolSize`, `maxPoolSize`, and `maxIdleTime`.

[\*\*getReference\(\)\*\*](#) - Method in class `com.tandem.sqlmp.SQLMPDataSource`

Returns a `javax.naming.Reference` to this `DataSource` object.

[getReference\(\)](#) - Method in class com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

Returns a `javax.naming.Reference` to this `DataSource` object.

[getTransactionMode\(\)](#) - Method in class com.tandem.sqlmp.[SQLMPDataSource](#)

Returns the `TransactionMode` property for this `DataSource` object.

[getTransactionMode\(\)](#) - Method in class  
com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

Returns the `TransactionMode` property for this `ConnectionPoolDataSource` object.

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## S

[setDataSourceName\(String\)](#) - Method in class com.tandem.sqlmp.[SQLMPDataSource](#)

Sets the name of an underlying data source

[setDataSourceName\(String\)](#) - Method in class  
com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

Sets the name of an underlying data source.

[setDescription\(String\)](#) - Method in class com.tandem.sqlmp.[SQLMPDataSource](#)

Sets the description for this `DataSource` object.

[setDescription\(String\)](#) - Method in class  
com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

Sets the description for this `DataSource` object.

[setInitialPoolSize\(int\)](#) - Method in class  
com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

Physical number of connections the pool should keep workable at all times.

[setJdbcPropfile\(String\)](#) - Method in class com.tandem.sqlmp.[SQLMPDataSource](#)

Sets the name of the Properties file that provides for alias names of SQL/MP tables.

[setJdbcPropfile\(String\)](#) - Method in class  
com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

Sets the name of the Properties file that provides for alias names for SQL/MP tables.

[setLoginTimeout\(int\)](#) - Method in class com.tandem.sqlmp.[SQLMPDataSource](#)

Sets the maximum time in seconds that this data source will wait while attempting to connect to a database.

[setLoginTimeout\(int\)](#) - Method in class  
com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

Sets the maximum time in seconds that a `ConnectionPoolDataSource` object will

wait while attempting to connect to a database.

**[setLogWriter\(PrintWriter\)](#)** - Method in class com.tandem.sqlmp.[SQLMPDataSource](#)

Sets the log writer for this data source.

**[setLogWriter\(PrintWriter\)](#)** - Method in class com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

Sets the log writer for this [SQLMPConnectionPoolDataSource](#) object to the given `java.io.PrintWriter` object.

**[setMaxIdleTime\(int\)](#)** - Method in class com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

The number of seconds that a physical connection should remain idle in the pool before the connection is closed.

**[setMaxPoolSize\(int\)](#)** - Method in class com.tandem.sqlmp.[SQLMPDataSource](#)

Sets the maximum number of physical connections that the pool (free and inuse pool) should contain.

**[setMaxPoolSize\(int\)](#)** - Method in class com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

Sets the maximum number of physical connections the pool should contain.

**[setMaxStatements\(int\)](#)** - Method in class com.tandem.sqlmp.[SQLMPDataSource](#)

Sets the total number of statements that can be pooled.

**[setMaxStatements\(int\)](#)** - Method in class com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

Sets the total number of statements that this [SQLMPConnectionPoolDataSource](#) object should keep open.

**[setMinPoolSize\(int\)](#)** - Method in class com.tandem.sqlmp.[SQLMPDataSource](#)

Sets the number of physical connection that can be in the free pool.

**[setMinPoolSize\(int\)](#)** - Method in class com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

Sets the number of physical connections the pool should keep available at all times.

**[setPassword\(String\)](#)** - Method in class com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

Sets a password for the give user name - not required for JDBC for SQL/MP.

**[setPoolLogging\(boolean\)](#)** - Method in class com.tandem.sqlmp.[SQLMPDataSource](#)

Determines whether logging of information about the number of connections or statements in the pool is done.

**[setPropertyCycle\(int\)](#)** - Method in class com.tandem.sqlmp.[SQLMPConnectionPoolDataSource](#)

The interval in seconds that the pool should wait before enforcing the current policy defined by the values of the connection pool properties for `maxStatements`, `initialPoolSize`, `maxPoolSize`, and `maxIdleTime`.

**[setTransactionMode\(String\)](#)** - Method in class com.tandem.sqlmp.[SQLMPDataSource](#)

Sets the TransactionMode property.

[setTransactionMode\(String\)](#) - Method in class  
com.tandem.sqlmp.[SQLMPCConnectionPoolDataSource](#)

Sets the TransactionMode property.

[setUserName\(String\)](#) - Method in class  
com.tandem.sqlmp.[SQLMPCConnectionPoolDataSource](#)

Sets a user name.

[SQLMPCConnectionPoolDataSource](#) - class  
com.tandem.sqlmp.[SQLMPCConnectionPoolDataSource](#).

A factory for PooledConnection objects.

[SQLMPCConnectionPoolDataSource\(\)](#) - Constructor for class  
com.tandem.sqlmp.[SQLMPCConnectionPoolDataSource](#)

[SQLMPDataSource](#) - class com.tandem.sqlmp.[SQLMPDataSource](#).

A DataSource object is a factory for Connection objects.

[SQLMPDataSource\(\)](#) - Constructor for class com.tandem.sqlmp.[SQLMPDataSource](#)

[SQLMPDataSource\(String\)](#) - Constructor for class com.tandem.sqlmp.[SQLMPDataSource](#)

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