

```
/// <summary>
```

```
/// Fill datatable with data from database based on properties of SQL and connection  
string
```

```
/// </summary>
```

```
private void FillDataTable()
```

```
{
```

```
    // if connection string and sql are filled, continue
```

```
    if (ConnectionString != "" && SQL != "")
```

```
    {
```

```
        // create connection to database
```

```
        OleDbConnection conn = new OleDbConnection(ConnectionString);
```

```
        // open connection
```

```
        conn.Open();
```

```
        // create dataset
```

```
        DataSet ds = new DataSet();
```

```
        // fill dataset with data adapter
```

```
        OleDbDataAdapter adapter = new OleDbDataAdapter(SQL, ConnectionString);
```

```
        adapter.Fill(ds);
```

```
        // close connection to database
```

```
        conn.Close();
```

```
        // fill datatable with data set
```

```
        dtData = ds.Tables[0];
```

```
    }
```

```
}
```

```
/// <summary>
```

```
/// public void to add a new card to the database and list
```

```

/// </summary>

/// <param name="CardName"></param>

/// <param name="PokemonType"></param>

/// <param name="CardType"></param>

/// <param name="Quantity"></param>

/// <param name="CardNumber"></param>

/// <param name="PackSeriesName"></param>

/// <param name="PictureURL"></param>

public void CreateCard(string CardName, string PokemonType, string CardType, int
Quantity, string CardNumber, string PackSeriesName, string PictureURL)
{
    // create sql statement for new card

    SQL = "SELECT ID, CardName, PokemonType, CardType, Quantity, CardNumber,
PackSeriesName, PictureURL FROM tblpokemonCards WHERE ID = 0";

    // create connection to database

    OleDbConnection conn = new OleDbConnection(ConnectionString);

    // open connection

    conn.Open();

    // create dataset

    DataSet ds = new DataSet();

    // fill dataset with data adapter

    OleDbDataAdapter adapter = new OleDbDataAdapter(SQL, ConnectionString);

    adapter.Fill(ds);

    // create data row

    DataRow dr = ds.Tables[0].NewRow();

    // update values in data row

    dr["CardName"] = CardName;

```

```

dr["PokemonType"] = PokemonType;
dr["CardType"] = CardType;
dr["Quantity"] = Quantity;
dr["CardNumber"] = CardNumber;
dr["PackSeriesName"] = PackSeriesName;
dr["PictureURL"] = PictureURL;

// add data row to table
ds.Tables[0].Rows.Add(dr);

// create command builder
System.Data.OleDb.OleDbCommandBuilder cb = new
System.Data.OleDb.OleDbCommandBuilder(adapter);

// update adapter
adapter.Update(ds.Tables[0]);

// close connection
conn.Close();
}

/// <summary>
/// public void to delete record from the database and list
/// </summary>
/// <param name="_SQLStatement"></param>
public void DeleteRecord(string _SQLStatement)
{
    // create connection to database
    OleDbConnection conn = new OleDbConnection(ConnectionString);

    // open connection

```

```

    conn.Open();

    // create command

    OleDbCommand command = new OleDbCommand(_SQLStatement, conn);

    // execute command

    command.ExecuteNonQuery();

    // close connection

    conn.Close();
}

/// <summary>
/// public void to update database and list
/// </summary>
/// <param name="_DataTable"></param>
/// <param name="_SQLStatement"></param>
public void UpdateData(DataTable _DataTable, string _SQLStatement)
{
    // update property with _SQL Statement

    SQL = _SQLStatement;

    // if connection string and sql are filled, continue

    if (ConnectionString != "" && SQL != "")
    {
        // create connection to databae

        OleDbConnection conn = new OleDbConnection(ConnectionString);

        // open connection

        conn.Open();

        // create dataset

        DataSet ds = new DataSet();
    }
}

```

```
// fill dataset with data adapter
OleDbDataAdapter adapter = new OleDbDataAdapter(SQL, ConnectionString);
adapter.Fill(ds);

// create command builder
System.Data.OleDb.OleDbCommandBuilder cb = new
System.Data.OleDb.OleDbCommandBuilder(adapter);

// update database with datatable
adapter.Update(_DataTable);

// close connection to database
conn.Close();
}
}

/// <summary>
/// void to display selected list item to display control
/// </summary>

}
```

