

JSServer

Method Summary

JSTableObject	#createNewTable (tableName) Creates in this server a new table with the specified name.
Boolean	#dropTable (tableName) Drops the table with the specified name from this server.
JSTableObject	#getTable (tableName) Returns a JSTable instance corresponding to the table with the specified name from this server.
String[]	#getTableNames () Returns an array with the names of all tables in this server.
Boolean	#isValid () Get valid state for the server.
void	#reloadDataModel () Reloads the datamodel from the database, if changed externally or via rawSQL plugin.
Boolean	#synchronizeWithDB (table) Synchronizes a JSTable instance with the database.

Method Details

createNewTable

JSTableObject **createNewTable**(tableName)

Creates in this server a new table with the specified name.

Parameters

{String} tableName – The name of the table to create.

Returns

JSTableObject – JSTableObject created table.

Sample

```
var server = plugins.maintenance.getServer("example_data");
if (server)
{
    var table = server.createNewTable("new_table");
    if (table) {
        table.createNewColumn("new_table_id", JSColumn.INTEGER, 0, false, true);
        if (server.synchronizeWithDB(table))
            application.output("New table created in the database.");
        else
            application.output("New table not created in database.");
    }
    else application.output("New table not created at all.");
}
```

dropTable

Boolean **dropTable**(tableName)

Drops the table with the specified name from this server.

Parameters

{String} tableName – The name of the table to drop.

Returns

Boolean – boolean success.

Sample

```
var server = plugins.maintenance.getServer("example_data");
if (server) {
    var result = server.dropTable("new_table");
    if (result)
        application.output("Table dropped.");
    else
        application.output("Table not dropped.");
}
```

getTable

[JSTableObject](#) **getTable(tableName)**

Returns a JSTable instance corresponding to the table with the specified name from this server.

Parameters

[String](#) tableName – The name of the table to retrieve.

Returns

[JSTableObject](#) – JSTableObject table.

Sample

```
var server = plugins.maintenance.getServer("example_data");
if (server) {
    var table = server.getTable("employees");
    if (table) {
        var colNames = table.getColumnNames();
        application.output("Table has " + colNames.length + " columns.");
        for (var i=0; i<colNames.length; i++)
            application.output("Column " + i + ": " + colNames[i]);
    }
}
```

[getTableNames](#)

[String\[\]](#) **getTableNames()**

Returns an array with the names of all tables in this server.

Returns

[String\[\]](#) – Array of String table names.

Sample

```
var server = plugins.maintenance.getServer("example_data");
if (server) {
    var tableNames = server.getTableNames();
    application.output("There are " + tableNames.length + " tables.");
    for (var i=0; i<tableNames.length; i++)
        application.output("Table " + i + ": " + tableNames[i]);
}
else {
    plugins.dialogs.showInfoDialog("Attention", "Server 'example_data' cannot be found.", "OK");
}
```

[isValid](#)

[Boolean](#) **isValid()**

Get valid state for the server.

Returns

[Boolean](#) – boolean valid state.

Sample

```
var server = plugins.maintenance.getServer("example_data");
if (!server.isValid()) {
    application.output("Server not valid!");
}
```

[reloadDataModel](#)

void **reloadDataModel()**

Reloads the datamodel from the database, if changed externally or via rawSQL plugin.

This call is not needed after a call to [synchronizeWithDB\(\)](#).

Returns

void

Sample

```
var server = plugins.maintenance.getServer("example_data");
var result = plugins.rawSQL.executeSQL("example_data", null, 'CREATE TABLE raw_table (raw_table_id INTEGER)');
if (result) {
    application.output("Table created through rawSQL plugin.");
    if (server) {
        server.reloadDataModel();
        // All existing JSTableObject/JSColumn object references are invalid now! Use getTable to get
new ones.
        var table = server.getTable("raw_table");
        if (table) {
            var colNames = table.getColumnNames();
            application.output("Table has " + colNames.length + " columns.");
            for (var i=0; i<colNames.length; i++)
                application.output("Column " + i + ": " + colNames[i]);
        }
    }
}
else {
    application.output("Raw table creation failed: " + plugins.rawSQL.getException());
}
```

synchronizeWithDB

Boolean **synchronizeWithDB**(table)

Synchronizes a JSTable instance with the database. If columns were added to or removed from the JSTable instance, all these changes will now be persisted to the database.

Parameters

{JSTableObject} table – A JSTableObject instance that should be synchronized.

Returns

Boolean – boolean success.

Sample

```
var server = plugins.maintenance.getServer("example_data");
if (server)
{
    var table = server.createNewTable("new_table");
    if (table) {
        table.createNewColumn("new_table_id", JSColumn.INTEGER, 0, false, true);
        if (server.synchronizeWithDB(table))
            application.output("New table created in the database.");
        else
            application.output("New table not created in database.");
    }
    else application.output("New table not created at all.");
}
```