

Re: Is there an obvious way to do this in python?

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H J van Rooyen wrote:

"Bruno Desthuilliers" <bdesth.quelquechose@xxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

[H J van Rooyen a écrit :

> Hi,

>

> I want to write a small system that is transaction based.

>

> I want to split the GUI front end data entry away from the file handling and
> record keeping.

>

> Now it seems almost trivially easy using the sockets module to communicate
> between machines on the same LAN, so that I want to do the record keeping on
one

> machine.

>

> I want to keep the "server" machine as simple as possible – just doing record
> keeping on a stimulus response basis – I would prefer it to do one thing at a
> time to completion because this style of operation, though limited in
> performance, keeps a lot of hassles out of life – a transaction has either
> completed, or it has not – recovery scenarios are relatively easy...

|

|IOW, you want a SQL DBMS. May I recommend PostgreSQL ?

|

Looks like the way to go – after the argy bargy here in another thread seems
mysql has no supporters left...

Indeed, my choices would now be SQLite for simple things and PostgreSQL
for more serious stuff...

> Up to this point, I don't have a problem – my toy system can create a dummy
> transaction, and I can echo it from the "server" machine, with more than one
> "user" machine running – so I think it is feasible to have several tens of
"data

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|> entry terminal" systems running, served by one not very strong machine.
|>
|> Now what I would really like to do is to differentiate between the 'User"
|> machines, so that some can do a full range of transactions, and others a
|> limited
|> range.
|
|Any decent SQL DBMS is able to handle this. It's kind of builtin...

Yes – if you do the whole job on the server –

the architecture I have mind is
more like a banking terminal scenario – please see my reply to Simon

(...)

Done. And I still think that a Ch