Answer on Question #43977- Programming, C#

1. i finished my c# project with sql server dataBase and i want to make a setup for users to install in there computers now. i want to learn how to make setup like any program we install every day i made a simple program like peachtree accounting a little part of peachtree accounting program all i want to install my project to work in any computer like any program we install and i'm tired searching how to pack your project, how to make setup file, how to make your program work, nothing worked for me so please don't tell me go to file>new>setup wizard, or use inno, or any program if you made program using c# and sql server DB and you publish it for users tell me how step by step and if you didn't made any program and didn't publish it don't say any word please.

*they told me you will find the answer here and they will give you the solution. *and i'm sorry cuz i really tired trying tutorial and nothing worked.

Solution.

For the database:

1. Create database backup

For the application:

In the program code to restore the backup of the database and verify the status of the database. If your database is not installed, restore from backup.

```
// NOTE: Before running this application, run the database sample script that
is
// available in the documentation. The script drops and re-creates the tables
// are used in the code, and ensures that synchronization objects are dropped
// Sync Framework can re-create them.
using System;
using System.IO;
using System.Text;
using System.Data;
using System.Data.SqlClient;
using System.Data.SqlServerCe;
using Microsoft.Synchronization;
using Microsoft.Synchronization.Data;
using Microsoft.Synchronization.Data.SqlServer;
using Microsoft.Synchronization.Data.SqlServerCe;
namespace Microsoft.Samples.Synchronization
    class Program
    {
```

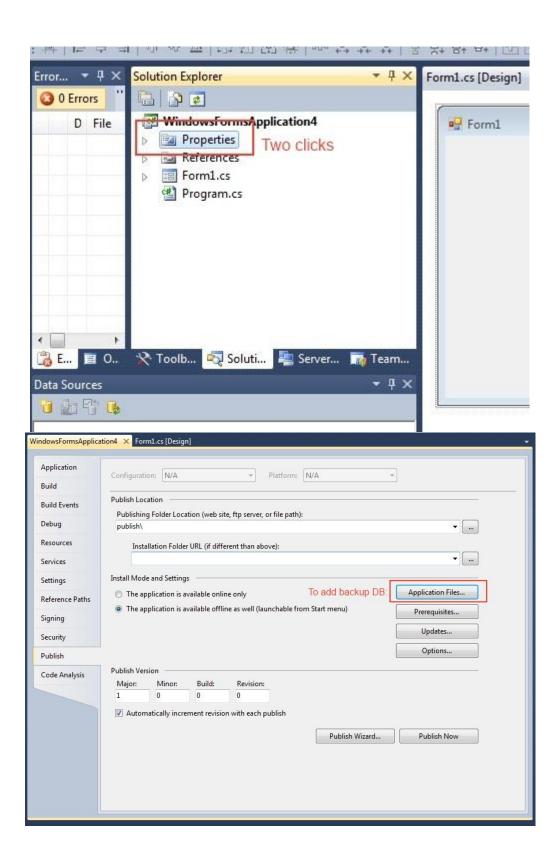
```
static void Main(string[] args)
            // Create the connections over which provisioning and
synchronization
            // are performed. The Utility class handles all functionality
that is not
            //directly related to synchronization, such as holding connection
            //string information and making changes to the server database.
            SqlConnection serverConn = new
SqlConnection(Utility.ConnStr SqlSync Server);
            SqlConnection clientSqlConn = new
SqlConnection (Utility.ConnStr SqlSync Client);
            SqlCeConnection clientSqlCelConn = new
SqlCeConnection(Utility.ConnStr SqlCeSync1);
            // Create a scope named "customer", and add the Customer table to
the scope.
            // GetDescriptionForTable gets the schema of the table, so that
tracking
            // tables and triggers can be created for that table.
            DbSyncScopeDescription scopeDesc = new
DbSyncScopeDescription("customer");
            scopeDesc.Tables.Add(
SqlSyncDescriptionBuilder.GetDescriptionForTable("Sales.Customer",
serverConn));
            // Create a provisioning object for "customer" and specify that
            // base tables should not be created (They already exist in
SyncSamplesDb SqlPeer1).
            SqlSyncScopeProvisioning serverConfig = new
SqlSyncScopeProvisioning(scopeDesc);
            serverConfig.SetCreateTableDefault(DbSyncCreationOption.Skip);
            // Configure the scope and change-tracking infrastructure.
            serverConfig.Apply(serverConn);
            // Retrieve scope information from the server and use the schema
that is retrieved
            // to provision the SQL Server and SQL Server Compact client
databases.
            // This database already exists on the server.
            DbSyncScopeDescription clientSqlDesc =
SqlSyncDescriptionBuilder.GetDescriptionForScope("customer", serverConn);
            SqlSyncScopeProvisioning clientSqlConfig = new
SqlSyncScopeProvisioning(clientSqlDesc);
            clientSqlConfig.Apply(clientSqlConn);
            // This database does not yet exist.
Utility.DeleteAndRecreateCompactDatabase(Utility.ConnStr SqlCeSync1, true);
```

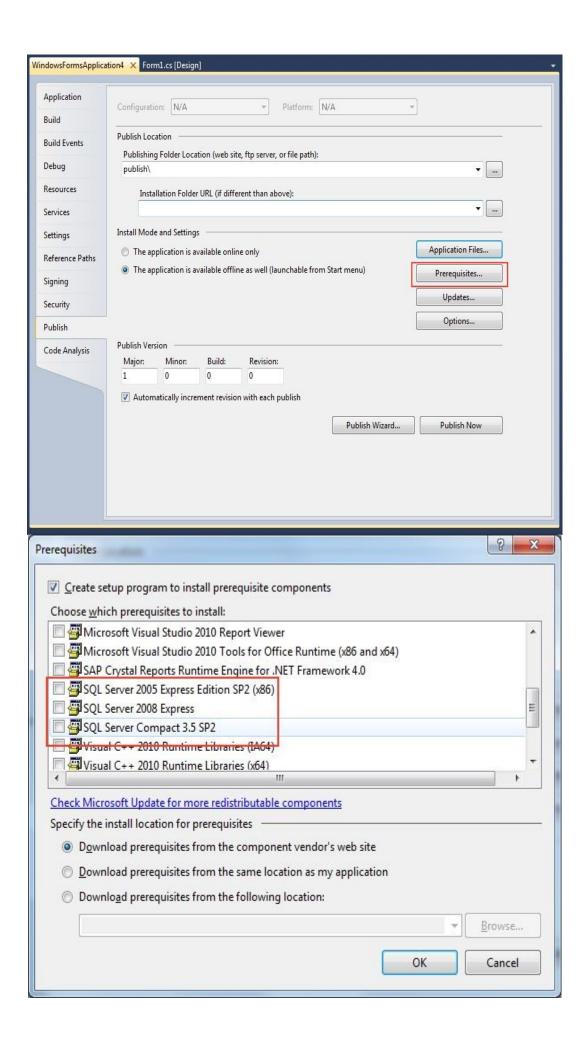
```
DbSyncScopeDescription clientSqlCeDesc =
SqlSyncDescriptionBuilder.GetDescriptionForScope("customer", serverConn);
            SqlCeSyncScopeProvisioning clientSqlCeConfig = new
SqlCeSyncScopeProvisioning(clientSqlCeDesc);
            clientSqlCeConfig.Apply(clientSqlCelConn);
            // Initial synchronization sessions.
            SampleSyncOrchestrator syncOrchestrator;
            SyncOperationStatistics syncStats;
            // Data is downloaded from the server to the SQL Server client.
            syncOrchestrator = new SampleSyncOrchestrator(
                new SqlSyncProvider("customer", clientSqlConn),
                new SqlSyncProvider("customer", serverConn)
            syncStats = syncOrchestrator.Synchronize();
            syncOrchestrator.DisplayStats(syncStats, "initial");
            // Data is downloaded from the SQL Server client to the
            // SQL Server Compact client.
            syncOrchestrator = new SampleSyncOrchestrator(
                new SqlCeSyncProvider("customer", clientSqlCe1Conn),
                new SqlSyncProvider("customer", clientSqlConn)
            syncStats = syncOrchestrator.Synchronize();
            syncOrchestrator.DisplayStats(syncStats, "initial");
            // Remove the backup file because this application requires a
drop and recreation
            // of the sample database, and the backup must be recreated each
time
            // the application runs.
            Utility.DeleteDatabaseBackup();
            // Backup the server database.
            Utility.CreateDatabaseBackup();
            // Make changes on the server: 1 insert, 1 update, and 1 delete.
            Utility.MakeDataChangesOnNode(Utility.ConnStr SqlSync Server,
"Customer");
            // Synchronize the three changes.
            syncOrchestrator = new SampleSyncOrchestrator(
                new SqlCeSyncProvider("customer", clientSqlCe1Conn),
                new SqlSyncProvider("customer", serverConn)
                );
            syncStats = syncOrchestrator.Synchronize();
            syncOrchestrator.DisplayStats(syncStats, "subsequent");
            syncOrchestrator = new SampleSyncOrchestrator(
                new SqlSyncProvider("customer", clientSqlConn),
                new SqlCeSyncProvider("customer", clientSqlCe1Conn)
```

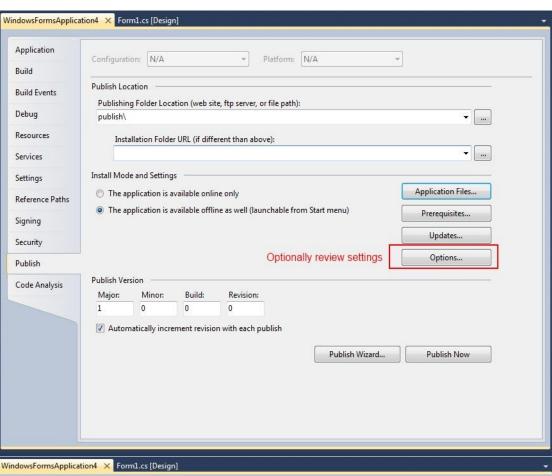
```
);
            syncStats = syncOrchestrator.Synchronize();
            syncOrchestrator.DisplayStats(syncStats, "subsequent");
            // Restore the server database from backup. The restored version
            // does not contain the three changes that were just
synchronized.
            Utility.RestoreDatabaseFromBackup();
            // Call the API to update synchronization metadata to reflect
that the database was
            // just restored. The restore stored procedure kills the
connection to the
            // server, so we must re-establish it.
            SqlConnection.ClearPool(serverConn);
            serverConn = new SqlConnection(Utility.ConnStr SqlSync Server);
            SqlSyncStoreRestore databaseRestore = new
SqlSyncStoreRestore(serverConn);
            databaseRestore.PerformPostRestoreFixup();
            // Synchronize a final time.
            syncOrchestrator = new SampleSyncOrchestrator(
                new SqlCeSyncProvider("customer", clientSqlCelConn),
                new SqlSyncProvider("customer", serverConn)
                );
            syncStats = syncOrchestrator.Synchronize();
            syncOrchestrator.DisplayStats(syncStats, "subsequent");
            syncOrchestrator = new SampleSyncOrchestrator(
                new SqlSyncProvider("customer", clientSqlConn),
                new SqlCeSyncProvider("customer", clientSqlCe1Conn)
                );
            syncStats = syncOrchestrator.Synchronize();
            syncOrchestrator.DisplayStats(syncStats, "subsequent");
            serverConn.Close();
            serverConn.Dispose();
            clientSqlConn.Close();
            clientSqlConn.Dispose();
            clientSqlCe1Conn.Close();
            clientSqlCelConn.Dispose();
            Console.Write("\nPress any key to exit.");
            Console.Read();
        }
    }
    public class SampleSyncOrchestrator : SyncOrchestrator
        public SampleSyncOrchestrator(RelationalSyncProvider localProvider,
RelationalSyncProvider remoteProvider)
```

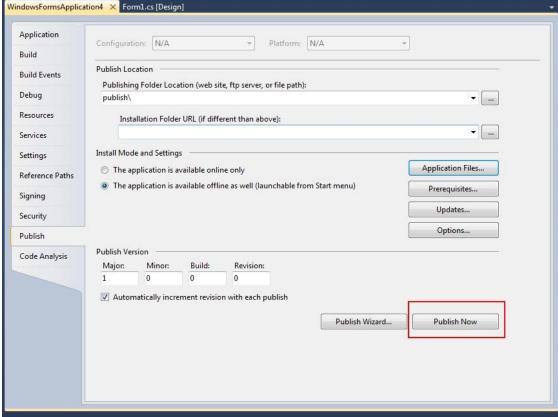
```
{
            this.LocalProvider = localProvider;
            this.RemoteProvider = remoteProvider;
            this.Direction = SyncDirectionOrder.UploadAndDownload;
        }
       public void DisplayStats(SyncOperationStatistics syncStatistics,
string syncType)
        {
            Console.WriteLine(String.Empty);
            if (syncType == "initial")
            {
                Console.WriteLine("****** Initial Synchronization ******");
            }
            else if (syncType == "subsequent")
                Console.WriteLine("***** Subsequent Synchronization ****");
            }
            Console.WriteLine("Start Time: " + syncStatistics.SyncStartTime);
            Console.WriteLine("Total Changes Uploaded: " +
syncStatistics.UploadChangesTotal);
            Console.WriteLine("Total Changes Downloaded: " +
syncStatistics.DownloadChangesTotal);
            Console.WriteLine("Complete Time: " +
syncStatistics.SyncEndTime);
            Console.WriteLine(String.Empty);
        }
   }
}
```

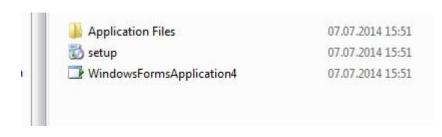
Follow the steps shown below:











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