

**Bojoin(3)**



REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME



# Contents

<b>1</b>	<b>SYNOPSIS</b>	<b>1</b>
<b>2</b>	<b>DESCRIPTION</b>	<b>2</b>
<b>3</b>	<b>RETURN VALUE</b>	<b>3</b>
<b>4</b>	<b>ERRORS</b>	<b>4</b>
<b>5</b>	<b>EXAMPLE</b>	<b>5</b>
<b>6</b>	<b>BUGS</b>	<b>6</b>
<b>7</b>	<b>SEE ALSO</b>	<b>7</b>
<b>8</b>	<b>COPYING</b>	<b>8</b>



## Chapter 1

# SYNOPSIS

```
#include <ubf.h>
```

```
int Bojoin(UBFH *dest, UBFH *src);
```

Link with *-lubf -lnstd -lm -lpthread*



## Chapter 2

# DESCRIPTION

Bojoin function is similar to Bjoin function. Outer join function updates destination buffer in *dest* with source buffer *src* values based on matching fields and occurrence. Function will update existing fields from source buffer to destination with matching occurrences. If field does not exist or occurrence does not exists, then field/occurrence is not removed from destination buffer. By comparing to **Bupdate(3)**, this function updates only matched fields, and does not add any missing as it is done by **Bupdate(3)**. By comparing to **Bjoin(3)**, **Bjoin(3)** will remove not matched fields from *dest*, but **Bojoin()** will leave dest fields non deleted.



## Chapter 3

# RETURN VALUE

On success, **Bojoin()** return zero; on error, -1 is returned, with **Berror** set to indicate the error.



## Chapter 4

# ERRORS

Bsterror(3) can give more description for error (for last call).

**BALIGNERR** Corrupted buffer or pointing to not aligned memory area.

**BNOTFLD** Buffer not fielded, not correctly allocated or corrupted. dest or src is NULL.

**FBADFLD** Invalid field type.

---



## Chapter 5

# EXAMPLE

See `ubftest/test_bojoin.c` for sample code.



## Chapter 6

# BUGS

Report bugs to [support@mavimax.com](mailto:support@mavimax.com)



# Chapter 7

# SEE ALSO

**Boccur(3) Bpres(3) Bjoin(3)**



## **Chapter 8**

# **COPYING**

© Mavimax, Ltd