

## Pulp - Task #989

### Stop pulp from handing out uninitialized database connections

05/18/2015 05:13 PM - bmbouter

<b>Status:</b> CLOSED - WONTFIX	<b>Start date:</b>
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0:00 hour
<b>Sprint/Milestone:</b>	<b>Tags:</b> Pulp 2
<b>Platform Release:</b>	<b>Sprint:</b>
<b>Groomed:</b> No	<b>Quarter:</b>
<b>Sprint Candidate:</b> No	

**Description**

Currently if you make a call to [get\\_database\(\)](#) or [get\\_connection\(\)](#) without calling [initialize\(\)](#) first, you would have None returned to you. Code that uses those will then fail in unexpected ways. This story is to add a behavior to [get\\_database\(\)](#) and [get\\_connection\(\)](#) such that if `_DATABASE` or `_CONNECTION` are None that an Exception is raised. This is similar to what is already implemented in [get\\_collection](#).

Also, PulpCollectionFailure should be renamed to PulpDatabaseFailure so that it carries a name appropriate to be raised from all 3 of these functions. Each function that raises should use an error message appropriate for the function that was called.

These two steps were originally steps (3) and (5) from story [#131](#).

**Deliverables**

1. Add behavior to [get\\_database\(\)](#)
2. Add behavior to [get\\_connection\(\)](#)
3. Rename PulpCollectionFailure to PulpDatabaseFailure
4. Add tests to assert the raise behaviors for [get\\_collection\(\)](#), [get\\_database\(\)](#), and [get\\_connection\(\)](#)

**Related issues:**

Related to Pulp - Refactor #131: Move pulp.server.db.connection.initialize() ... **CLOSED - CURRENTRELEASE**

#### History

**#1 - 05/18/2015 05:13 PM - bmbouter**

- Related to Refactor #131: Move pulp.server.db.connection.initialize() calls exclusively to entry points added

**#2 - 05/18/2015 05:14 PM - bmbouter**

- Description updated

**#3 - 04/12/2019 09:06 PM - bmbouter**

- Status changed from NEW to CLOSED - WONTFIX

**#4 - 04/12/2019 09:11 PM - bmbouter**

Pulp 2 is approaching maintenance mode, and this Pulp 2 ticket is not being actively worked on. As such, it is being closed as WONTFIX. Pulp 2 is still accepting contributions though, so if you want to contribute a fix for this ticket, please reopen or comment on it. If you don't have permissions to reopen this ticket, or you want to discuss an issue, please reach out via the [developer mailing list](#).

**#5 - 04/15/2019 10:48 PM - bmbouter**

- Tags Pulp 2 added