Connecting to Databases

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Not so fast!
Mostly Immense Schema Migrations And Terrible Coding Habits
Good Object Oriented Design and Fine Iterative Techniques
Why a database?
Everything that can store data is a database
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- persist
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- share
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- persist
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- data does not fit in memory
Why a database?

Everything that can store data is a database

- persist
- share
- data does not fit in memory
- concurrent access
Pharo database
if you just need it persisted

Smalltalk image
snapshot: true
andQuit: false
Persist outside of image

- image might break
- move data between images
- share data
Fuel

if you want to store data outside the image

- persists whole graph
- is quite fast

```ruby
FLSerializer
serialize: myModel
toFileNamed: 'model.fl'
```
PUUnQlite
if there is more data than memory

- just a library, no server
- is a key-value store
- supports transactions

(PqDatabase open: 'model.db')
at: 'foo' put: 'bar';
close
Voyage/Mongo

- Serializes objects to JSON
- can be tuned using magritte descriptions

```
(VOMongoRepository database: 'foo') enableSingleton

MyClass new property: 'value'; save.

MyClass selectMany: [:each | each property = 'value']
```
Plenty of options

- Phriak
- Voyage2 with new backends (Riak, anyone? )
- SQLite, SandstoneDB, ....
RDBMS

Guille?