
Subject: Good way to manage data without a database ?

Posted by [Xemuth](#) on Tue, 05 Mar 2019 12:23:14 GMT

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Hello Community,

Today, I'm facing a problem.

I'm actually developping software dedicated to processing a lot of data extracted by itself.

Problème is, in my actual developpement environnement I can't have kind of standard way to store the data.

So the question is : How you guys would deal with this kind of constraint ?

And, if one of best way is storing data into Xml/Json, do you know if Upp have a Mechanism allow us to retrieve some particulare data really quickly from this XML like an sql requete would do on a classic database ?

Thanks in advance !

Have a good Day !

Xemuth

Subject: Re: Good way to manage data without a database ?

Posted by [Novo](#) on Tue, 05 Mar 2019 17:05:06 GMT

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Xemuth wrote on Tue, 05 March 2019 07:23

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IMHO, if your data has a fixed structure, then the best way to store data is a database. It can be an embedded database like Sqlite or FirebirdSQL.

If your data is read-only or has no structure, then XML or JSON should be your choice.

If you have a lot of data, you can store it in a multi-stream bz2 archive similar to Wikipedia dump.

In case you are not using a database you'll need to implement a simple one by yourself. This is not that difficult because you can create all needed indices in memory and serialize them in binary/XML/JSON format. It is very easy to serialize/deserialize data in Upp.

Hope this helps.

Subject: Re: Good way to manage data without a database ?

Posted by [Xemuth](#) on Wed, 06 Mar 2019 09:11:43 GMT

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Hello Novo !

I did not even think about SQL lite but this one can solve the problem.
I will try it.

Thanks for your help !

Subject: Re: Good way to manage data without a database ?

Posted by [mirek](#) on Wed, 06 Mar 2019 12:30:36 GMT

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Novo wrote on Tue, 05 March 2019 18:05Xemuth wrote on Tue, 05 March 2019 07:23

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Originally I was opposed to the idea, but I am on participating on development of very large application which stores a very large (10GB is not uncommon) and very complex projects simply by using U++ binary serialization as single file. Despite my reservations, it works pretty good. Surprisingly, no problems with format compatibility between versions. And superfast too... :)

Mirek
